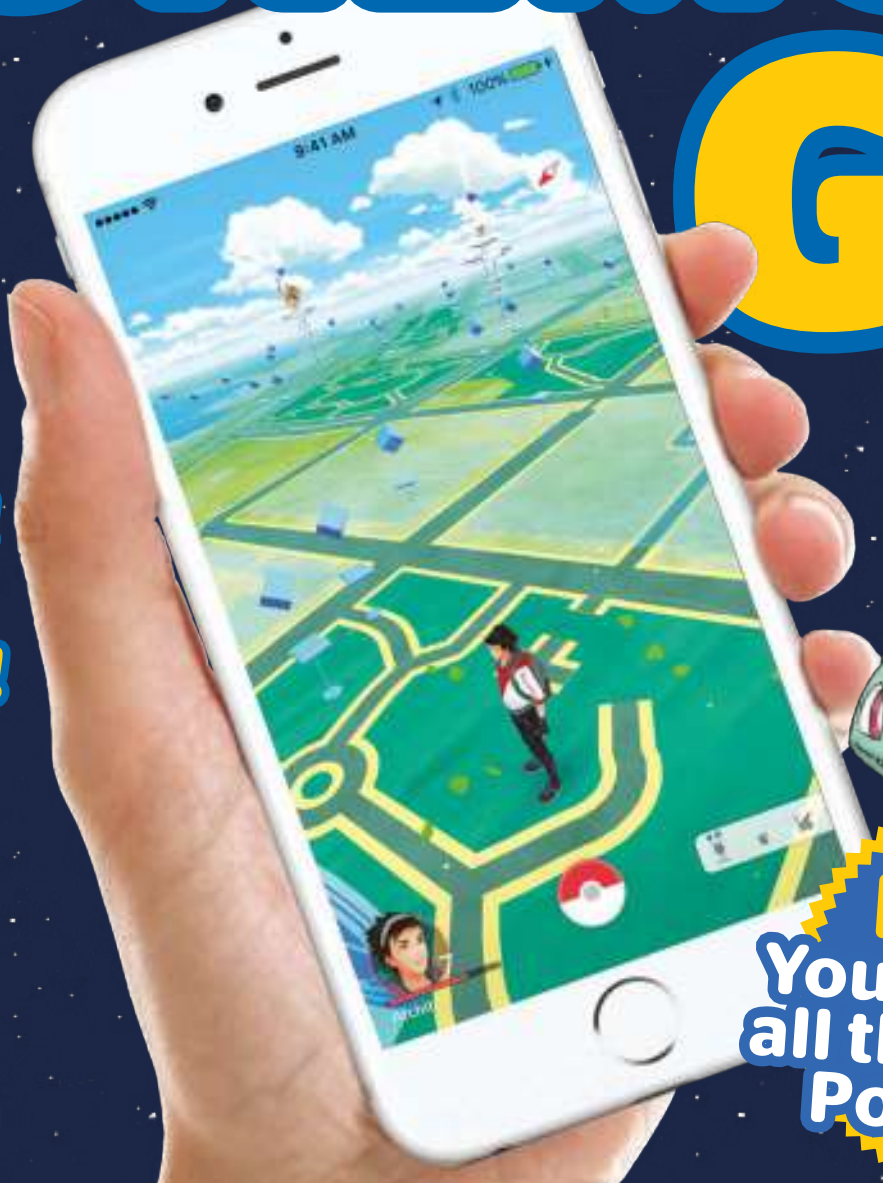
100% Unofficial

Pocket World

Presents

Everything you need to know about...

POKÉMON GO



CATCH!
Locate the rarest Pokémon

BATTLE!
Beat Gym Leaders with ease

EVOLVE!
Power up your Pokémon

PLUS: Your guide to all the coolest Pokémon!

100% UNOFFICIAL
Digital Edition
FUTURE
SIXTH EDITION

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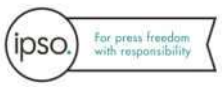

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Welcome to

Presents

Everything you need to know about...

POKÉMON GO

It's the game that took the world by storm! *Pokémon GO* is a global phenomenon, with kids and adults alike enjoying the challenge of catching them all. In this 100% unofficial handbook, you'll find everything an aspiring Trainer needs to one day be the very best, like no one ever was – from catching your first Pokémon to building an all-star team for Gym battles, we've got it all covered. Your journey to become a Pokémon Master starts right here…

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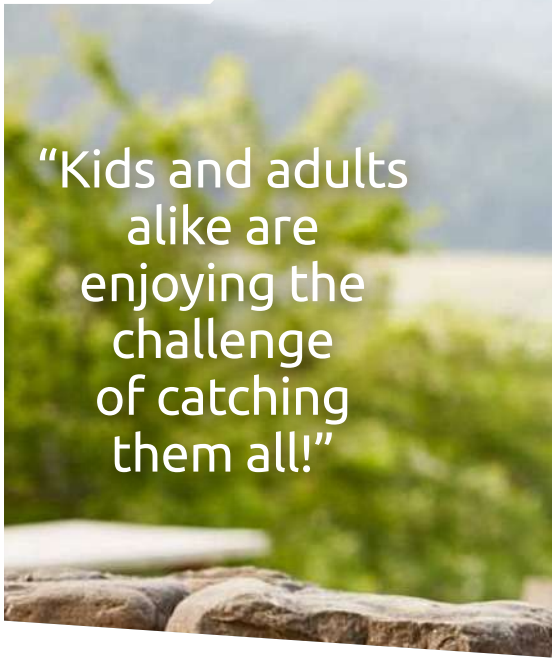

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25 Years Of Pokémon

From a bug-catching child to blockbuster movies, we explore the success of the creature-collecting franchise

In the late Sixties/early Seventies a young Satoshi Tajiri was outside, exploring nature and collecting insects. This was standard behaviour for Tajiri, and this beloved hobby fuelled his ambition to become an entomologist – so much so, in fact, that other children called him 'Dr Bug'. Tajiri never did become an insect scientist, but those intimate childhood experiences with nature set Dr Bug on a different course. They would lay the basis for the world-conquering franchise that has captured the world's heart for 25 years: Pokémon.

Tajiri came up with the idea for a creature-capturing game in 1989 when Nintendo's Game Boy arrived. He was inspired by the Link Cable, which enabled two Game Boy consoles to link up, and he imagined it could be used to enable two 'trainers' to trade creatures. He took this concept to Nintendo, where it seized the attention of Shigeru Miyamoto. It was Miyamoto who suggested they ship two versions of the game, each with their own sets of exclusive monsters, to help emphasise Taijiri's creature-swapping idea.

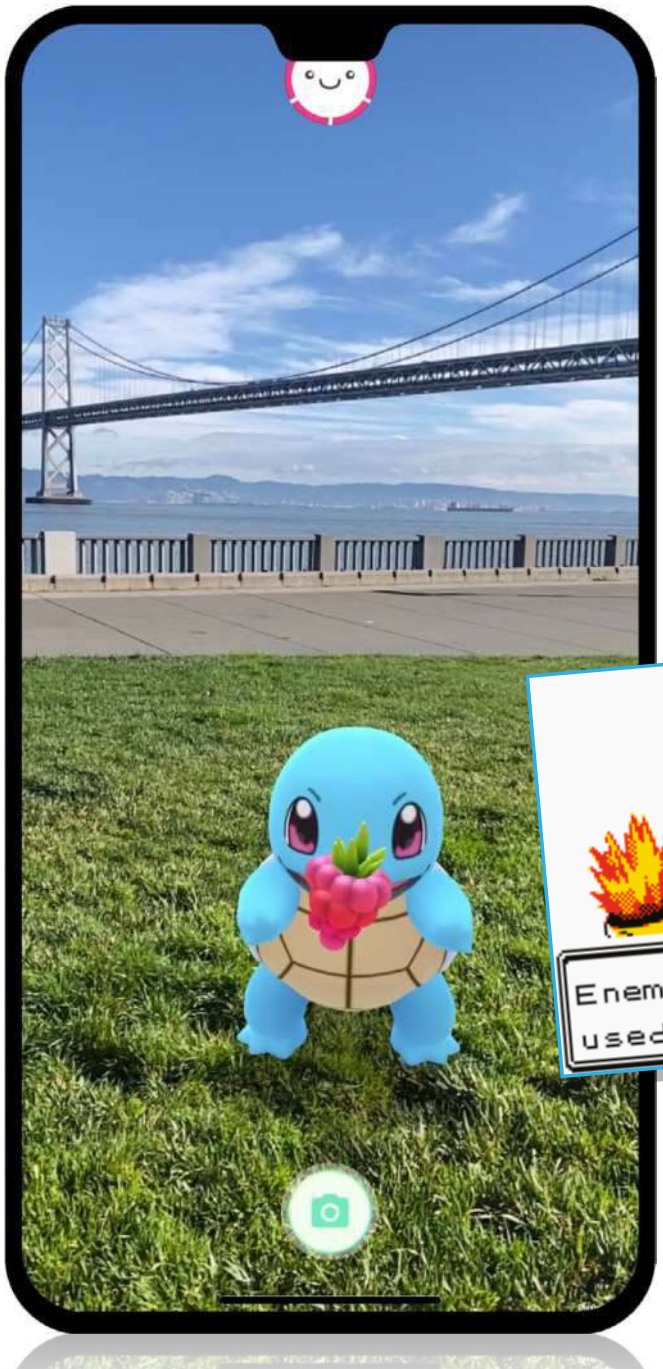
Pocket Monsters Red & Green took Japan by storm when they debuted in 1996. Miyamoto's idea to ship the game as two versions was key to its success, as gamers were snapping up both cartridges to ensure they could collect all of Tajiri's creations. The game's accelerated popularity prompted the creation of a revised *Blue* edition from Nintendo, which then set its sights on bringing Pocket Monsters to the

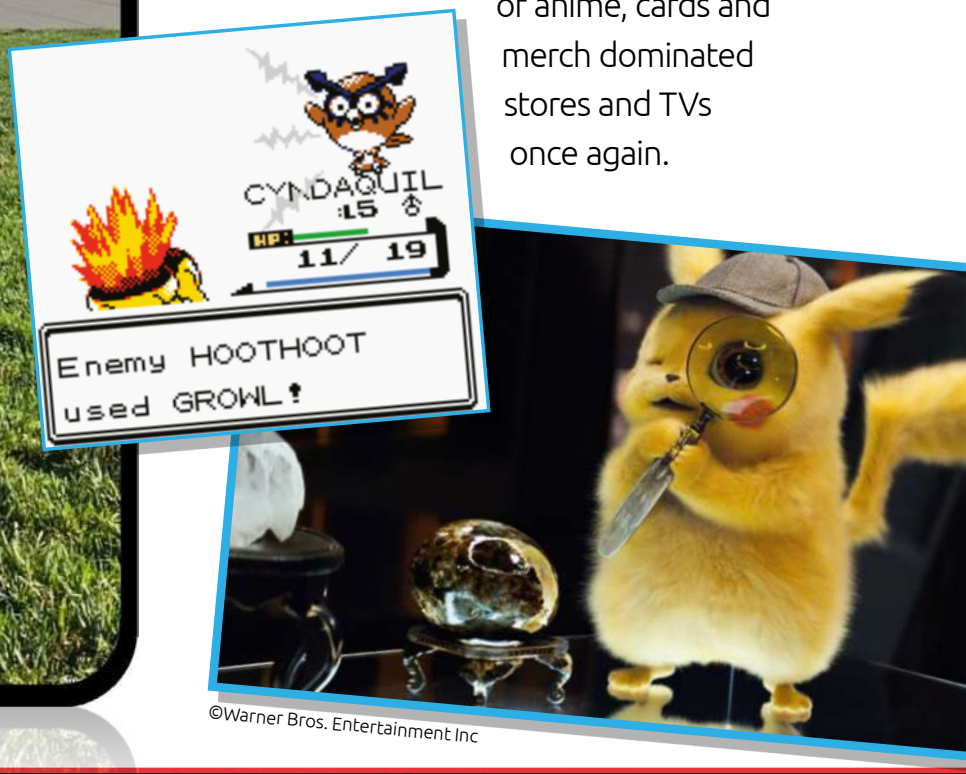
I choose you!

How could you not love that smile, those rosy cheeks and that bendy tail? During the Nineties, mascots were rife: Mario, Sonic, Crash Bandicoot and so many more goofy anthropomorphic animals featured in games, cartoons and cereal boxes. And just when we thought we were so annoyed with these insufferable wisecrackers that we'd want to launch the next one into the sun, Pikachu came along and captured our hearts. This perfectly designed electro-mouse became the standard-bearer for Pokémon. Equal parts cute and badass, Pikachu was marketing dynamite and appealed to pretty much anyone remotely interested in Pokémon. Pikachu's adorable face helped carve out a significant portion of the franchise's success, and still does today.

rest of the world. During the localisation process, the game was rebranded '*Pokémon*' and shipped over to the West as *Pokémon Red & Blue* in late 1998. While these games were as successful on these new shores as they were in Japan, they didn't secure the franchise's success on their own. Not long after the games landed, an anime followed that dominated children's TV schedules, and if that wasn't enough, a trading card game based on the cute little critters landed a decisive victory. Poké Fever became rife, and you couldn't escape Pikachu electrifying television sets, kids swapping cards in the playgrounds or gamers glued to their Game Boys playing *Pokémon Red* or *Blue*.

The franchise had exploded like a hyperactive Electrode, but it had naysayers that dismissed it as a mere fad. Maintaining momentum was key for the newly formed Pokémon Company, which was now handling all things *Pocket Monsters*. The strategy was to maintain what was core to the entire franchise, the games, and a whole new sequel lit up Game Boys in Japan in 1999. *Pokémon Gold & Silver* was an acclaimed follow-up to the originals, ushering in a new wave of monsters to collect. The sequels reached the rest of the world by 2001 and showed everyone that Pokémon was here to stay. Following in their wake, a new onslaught of anime, cards and merch dominated stores and TVs once again.





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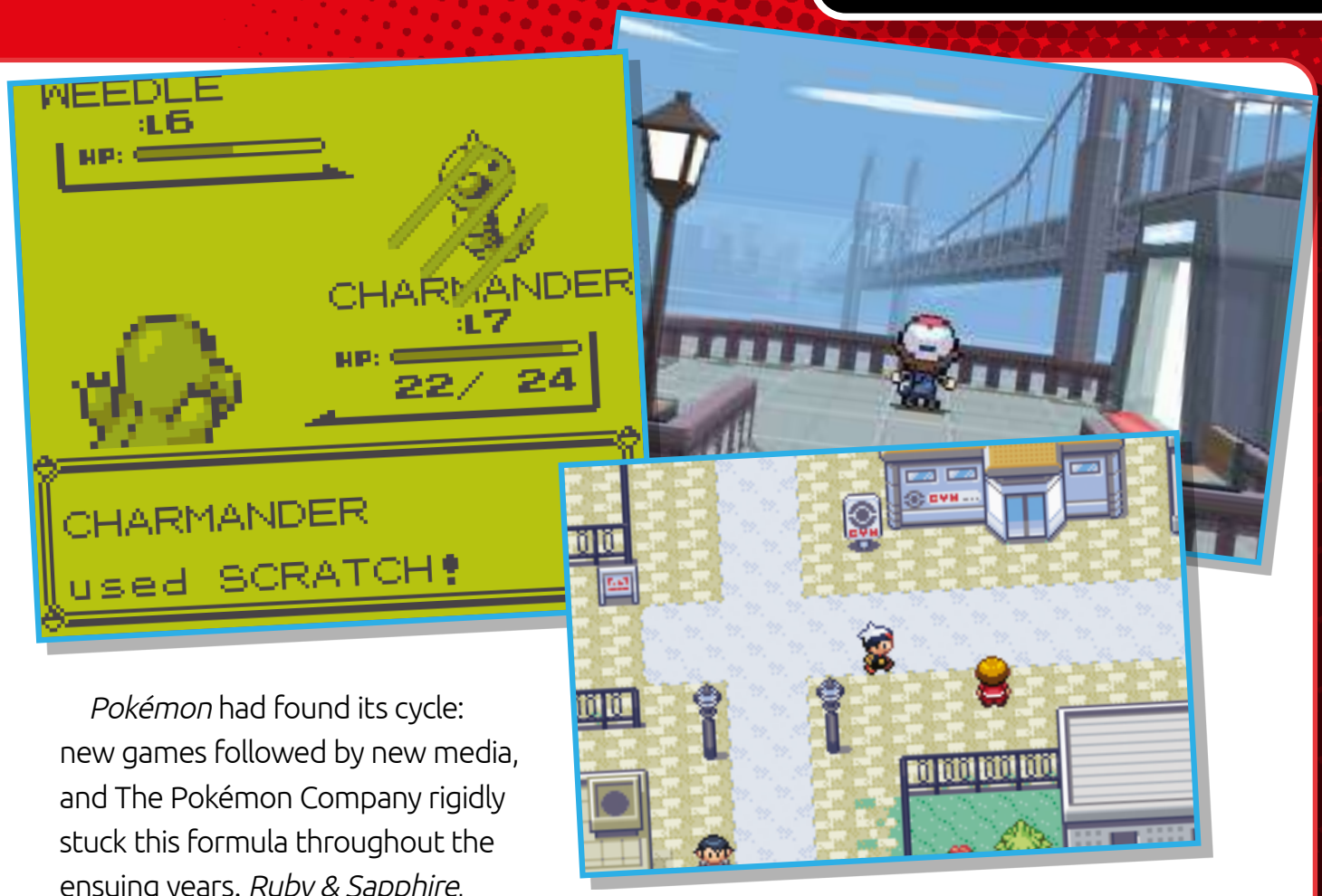


Pokémon had found its cycle: new games followed by new media, and The Pokémon Company rigidly stuck this formula throughout the ensuing years. *Ruby & Sapphire*, *Diamond & Pearl*, *Black & White* and *X & Y* all ushered in new generations, and Pokémon kind of just became routine. It was still popular and had its fans, but by 2016 that initial Poké Fever of the late Nineties was a distant memory… until *Pokémon GO*.

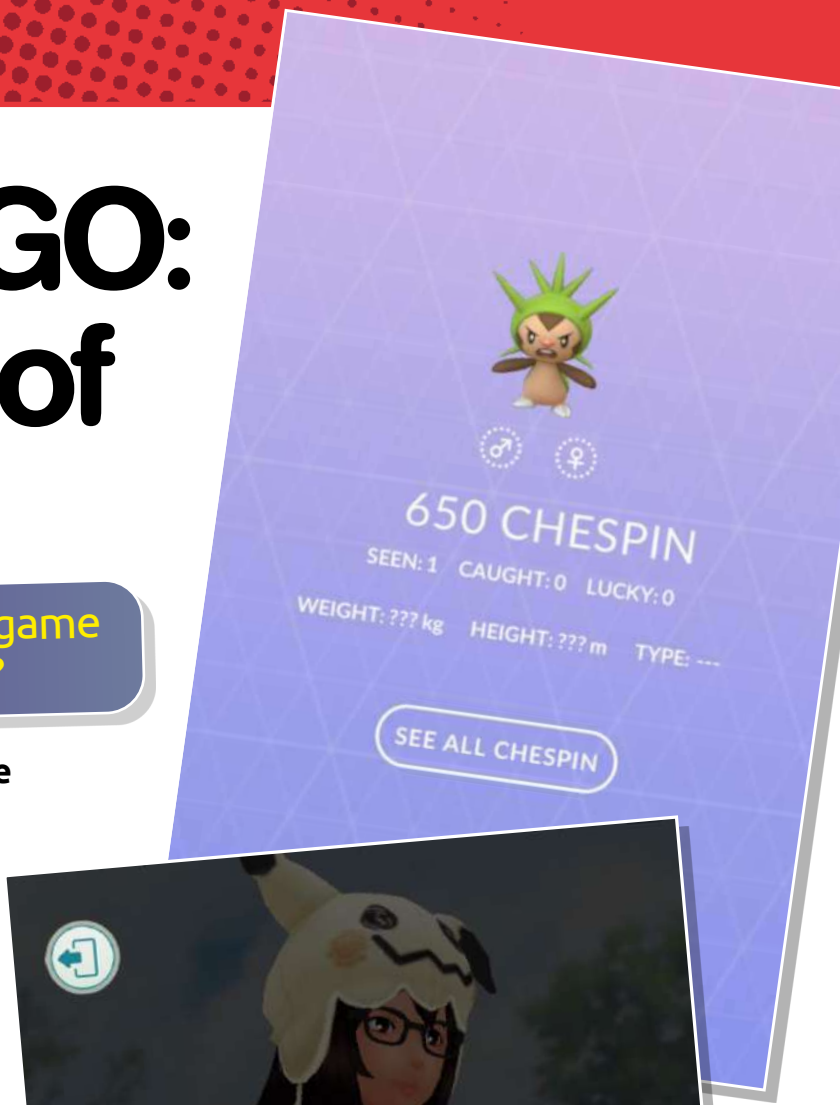
Niantic's mobile masterpiece put the power of Pokémon in the palm of everyone's hands. A smartphone game using GPS data to place catchable creatures on local maps, it enabled everyone to live out the fantasy of 'what if Pokémon lived in our world?' Within weeks of the game debuting, it felt like everyone was playing it. Crowds gathering to overthrow a local Gym were commonplace, as were sightings of powerful Pokémon and the ensuing stampedes of trainers hoping to catch it. Once again, Pokémon had captured the zeitgeist and the world with it.

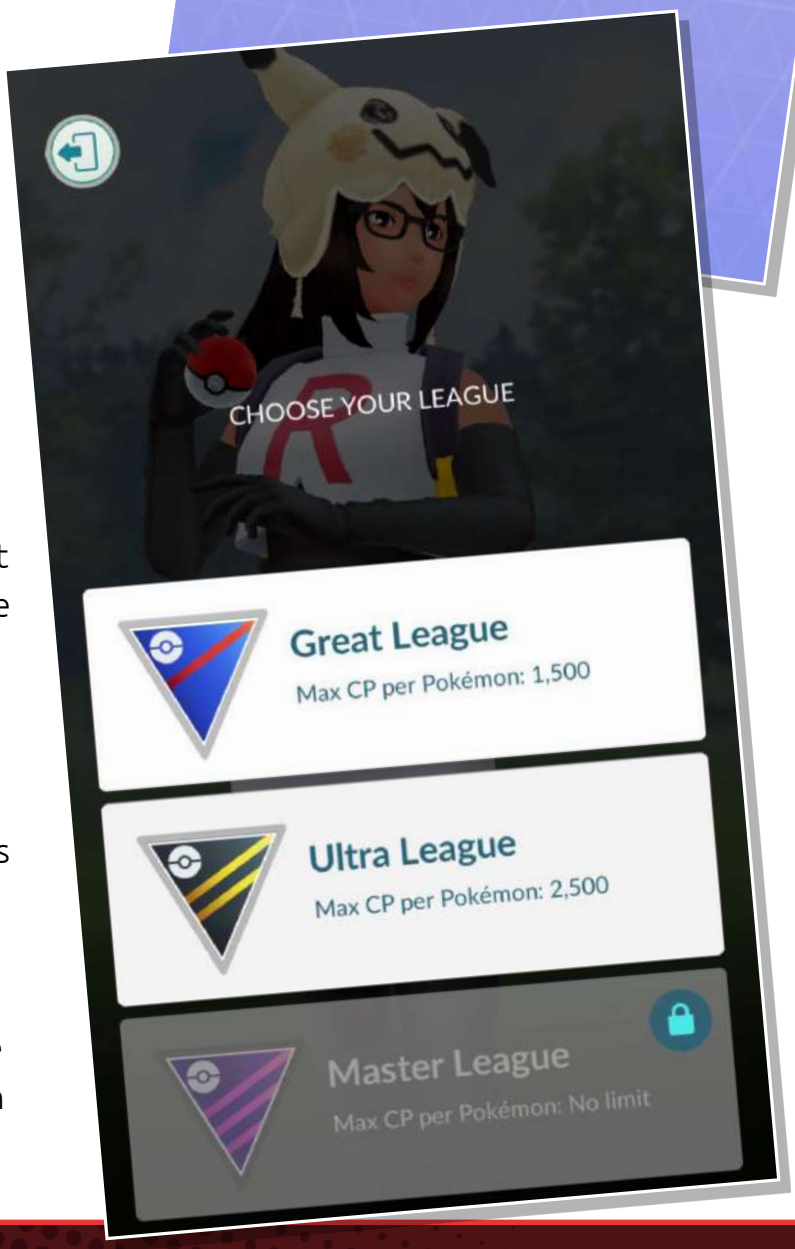
Pokémon Sun & Moon followed in the twilight of 2016, continuing the generational tried-and-tested formula. In an attempt to bridge the gap between traditional Pokémon and *GO*, *Let's Go, Pikachu & Eevee* launched in 2018 and showcased a *GO*-style catching system mixed with the traditional battles of the core series. However, the most recent mainline games, *Sword & Shield*, signal that the core Pokémon games have returned to the limelight.

Today, it permeates through games, TV, comics, toys, cards and now even live-action films. From its humble beginnings inside the mind of a boy catching bugs, Pokémon has been beloved worldwide for 25 years. The series has demonstrated its skill at evolving over its lifespan, too, so it's no surprise that it shows absolutely no signs of slowing down.

Pokémon GO: Five years of evolution

How has the much-loved mobile game developed since it first launched?





July 2016 saw the release of the mobile gaming phenomenon that took the world by storm, with eager fans of all ages excited to begin a new adventure and hunt for their favourite Pokémon in their very own towns and cities. Five years on and *Pokémon GO* is still going strong, continuing to evolve with every new update – adding exciting new features, battle mechanics, events, more Pokémon, and fun new ways to interact with fellow Trainers.

In the early days of its release, *Pokémon GO* was a far more solo gaming experience. It was easy to meet up with friends and explore together, but there wasn't much in the way of communication between other players. However, later upgrades to the app placed a much greater emphasis on teaming up with friends, for example to challenge Raid Battles featuring powerful legendary Pokémon, as well as the ability to trade with others. And during times when it may be more difficult to meet up in person, recent additions to the game have included the ability to take part in online battles against random players across

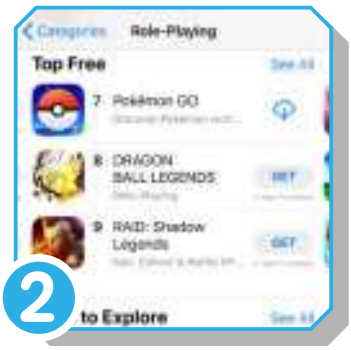
the world in the Battle League, or use a Remote Raid Pass to enter Raid Battles from the comfort and safety of your home.

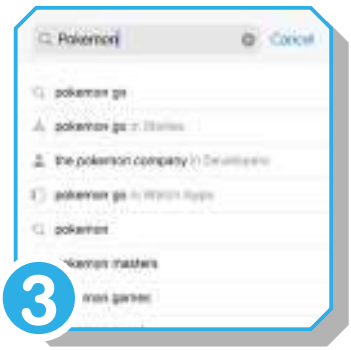
Whether it's encountering and battling Team Rocket to rescue Shadow Pokémon, or taking part in real-world scavenger hunts in your local cities, there's so much more content to enjoy that makes *Pokémon GO* a far more engaging experience than it was on its release. Time-limited seasonal events and Community Days were introduced to give players the opportunity to fill the missing pages of their Pokédex and even encounter rare shiny Pokémon, for the ultimate bragging rights!

And when it comes to catching 'em all, there are literally hundreds more of the collectible critters to find compared to the early days of the game's initial launch. As much as we all love the original Kanto Pokémon that featured in the game from day one, fans were soon crying out for their favourites from the later generations, and over the months and years since, the much-loved monsters from the Johto, Hoenn, Sinnoh and Kalos regions have been introduced. And as fans of the main games will know, there are still many more Pokémon pals that have yet to appear in *Pokémon GO*, meaning there's even more Pokédex-filling, battling and trading to look forward to in the future!

Switch it up!

When new Pokémon games were announced for the Nintendo Switch, Pokémon GO players eagerly anticipated the ability to transfer their captured 'mons to the console. This feature was available in a slightly limited capacity in 2018's *Pokémon: Let's Go, Pikachu/Eevee!*, in which Kanto Pokémon could be moved from *Pokémon GO* to the Switch game via Bluetooth. When *Pokémon Sword & Shield* were released in 2019, along with *Pokémon HOME* in early 2020, it was hoped that connectivity to *Pokémon GO* might also be available. The GO Transporter feature was added in November 2020, enabling Pokémon to be transferred from *GO* to *HOME* so your Poképals could be sent to *Sword/Shield*.





Download the game for iOS

Get your hands on the hottest app for your iOS device right now

This book will tell you everything you need to know to master the incredible new game, but the first thing you need to do to get started is download it onto your device. Here we show you how.

1. Open the App Store

To start, open up the App Store. The game works on iPad, but to get the most from it, you'll need to connect to the internet when out and about, so a 4G or 5G-enabled iPhone is ideal.

2. Check featured apps

Popular games like *GO* are often included on the Featured page of the iOS App Store. If it is, that's great! Simply tap the app icon and you'll be able to install it.

3. Search

Another option is to tap the Search button at the bottom of the screen and the search bar will appear at the top of the screen. Simply type in the name of the game.

4. Get the game

The game will appear at the top of the search results, and you can download it by tapping the 'Get' button on the right, then tapping it again to download the app.

5. Check the download

You'll now be able to see the app icon installing on your Home screen, along with a progress bar. And that's it!

Get the game on Android

How to start playing if you're using an Android phone or tablet

Some Android users got to play Pokémon GO before everyone else, but now that it's available for everyone it's time to unlock your phone, open up the Google Play store and get downloading.

1. Open Google Play

The first step is to open the Google Play Store. You can do this from the app on your smartphone, or you can even open up the Google Play website on your PC or Mac.

2. Search for the app

Tap the Apps & Games section at the top of the store to be taken to that specific section. Alternatively, tap the Search bar at the top of the screen and type in 'Pokémon'.

3. Install the game

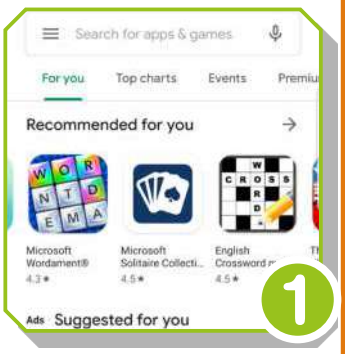
If you're using your Android device, just tap the Install option and you'll be able to start the download instantly.

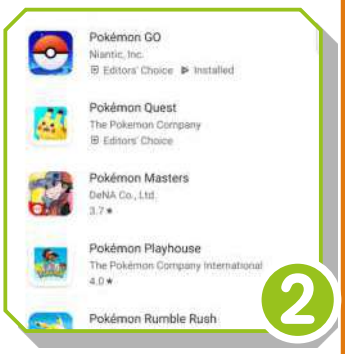
4. Accept the permissions

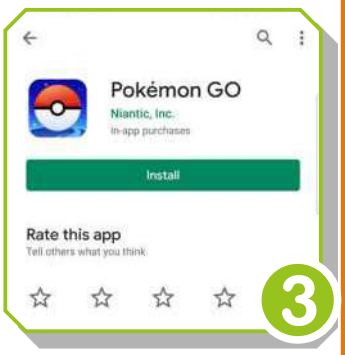
You'll need to accept the app's permissions before you can use it fully. These are just settings that allow the app to access your camera for the augmented-reality part of the game, and things like location data, which are essential for the app.

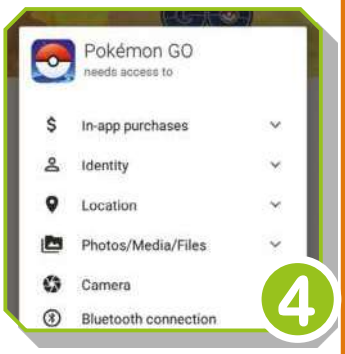
5. Wait, then play!

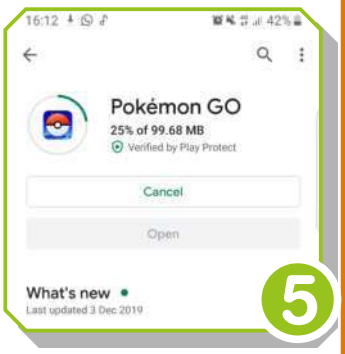
You can monitor the installation progress by opening up the apps page on your phone. When it's done, tap the icon to begin!











Are you ready to play Pokémon GO?

Find out if your device is compatible and what else the game requires

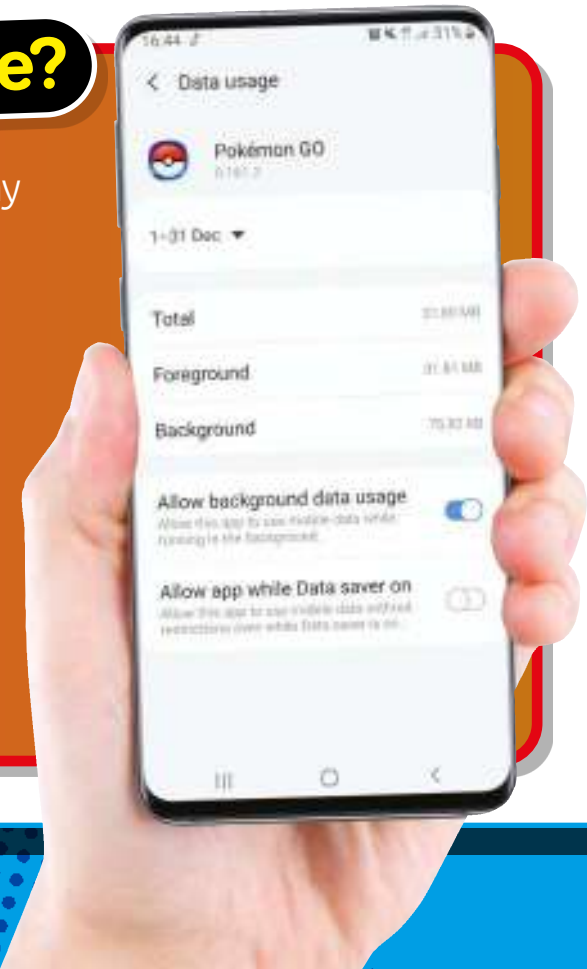
***Pokémon GO* is a mobile game, which probably gives you some clue about what the main requirement is to play it: you gonna need a mobile device.** The app recommends using an iPhone 5S or newer, running iOS 8 or higher, or an Android smartphone running Android 4.4 (also known as KitKat) or higher.

To actually play the game, *Pokémon GO* also needs a constant internet connection. While you can use Wi-Fi, the game is mostly played outside beyond the reach of routers. This means your phone will have to use your mobile data. To tell you if any Pokémon are nearby, the game first needs to know where you are, so make sure your phone's GPS radio and Location Services are turned on.

If you don't have a smartphone, you can download *Pokémon GO* on an iPad and some Android tablets. However, be aware the experience won't be the same – the game was designed for phone-sized screens, so may look strange or stretched on some tablets. Few tablets have mobile internet, too, so you'll also be limited to only playing where Wi-Fi is available.

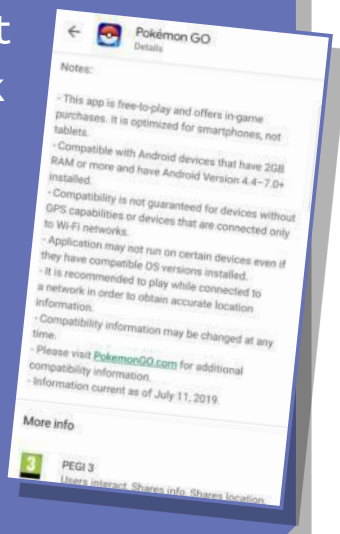
How much data does it use?

Due to its free-roaming nature, its hard to say exactly how much of your data *Pokémon GO* will use, but in 28 days of us playing it for an hour or more a day it used 600 megabytes. This isn't actually very much compared to more demanding games or streaming videos. But, to be on the safe side, double-check what your monthly data allowance is and whether going over this limit will mean you have to pay any penalty charges.



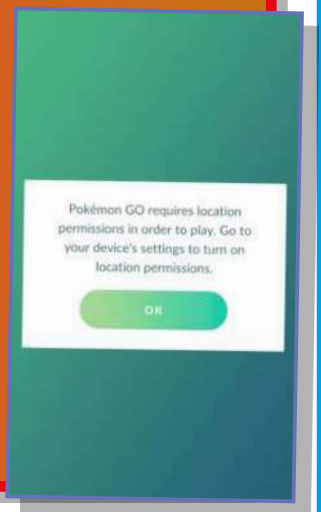
Check your device

The best way to find out if *Pokémon GO* will work on your device is to try and download it. The Apple App Store lists all compatible devices, and the Android Play Store will tell you if your device isn't supported.


Pokémon GO
Details
Notes:
- This app is free-to-play and offers in-game purchases. It is optimized for smartphones, not tablets.
- Compatible with Android devices that have 2GB RAM or more and have Android Version 4.4–7.0+ installed.
- Compatibility is not guaranteed for devices without GPS capabilities or devices that are connected only to Wi-Fi networks.
- Application may not run on certain devices even if they have compatible OS versions installed.
- It is recommended to play while connected to a network in order to obtain accurate location information.
- Compatibility information may be changed at any time.
- Please visit PokemonGO.com for additional compatibility information.
- Information current as of July 11, 2019.
More info
PEGI 3

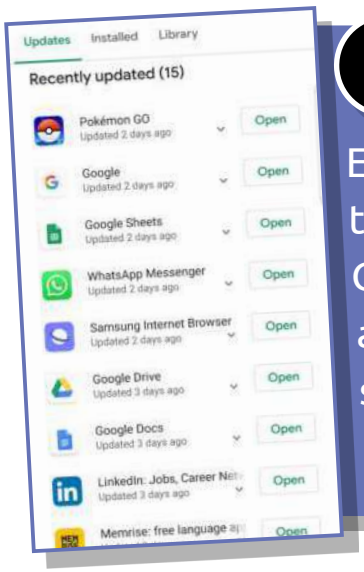
Turn GPS on

Some phones, particularly ones that run Android software, come with their GPS radios turned off by default to save battery, so if your device is relatively new, check your settings. Go to Settings, navigate to Location, and ensure the GPS toggle is in the on position. New iPhones, on the other hand, come with GPS enabled, but users can double check by going to Privacy in Settings, and tapping Location Services. If the Location Service toggle is on, then the GPS will be working.


Pokémon GO requires location permissions in order to play. Go to your device's settings to turn on location permissions.
OK

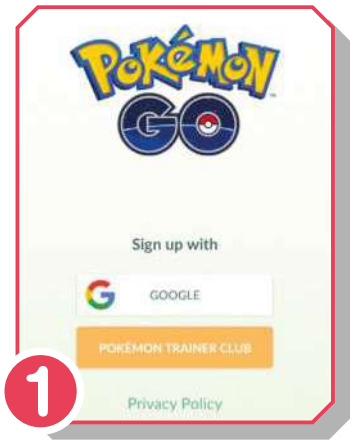
Save mobile data

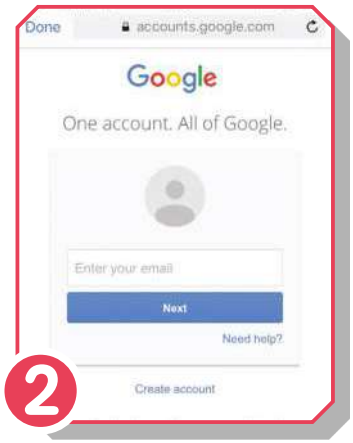
A good way to save data is to stop *Pokémon GO* from using it when you're not actively playing. Head into your phone's settings. Android users can do this by selecting *Pokémon GO* in Data Usage and then enabling the Restrict Background Data option. On iPhone, go to Settings, select General, scroll down and select Background App Refresh and turn it off.

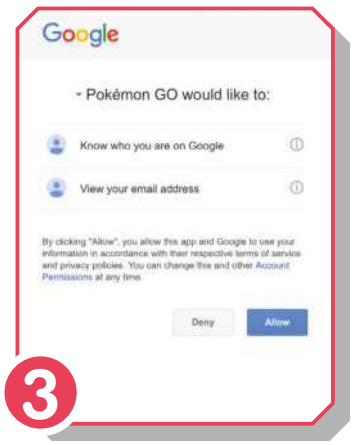


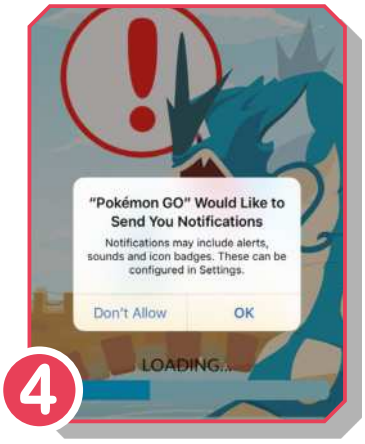
Stay updated

Even if you have a compatible device, you may not have the right operating system. In iPhone settings, go to General – it will tell you if there is a software update available. It's best to keep up to date! Android users should look under the About Phone section in their phone's settings, then look under Software Information.








"Pokémon GO" Would Like to Send You Notifications
Notifications may include alerts, sounds and icon badges. These can be configured in Settings.
Don't Allow
OK
LOADING...
4

Set up an account

Log into the hit game using an ordinary Gmail email address and password

1. Enter your date of birth

On opening *Pokémon GO*, you'll first be asked to verify your date of birth. If you're over 13 years old, you'll be given the choice to log in either using a Google account or with a Pokémon Trainer Club ID – you only need one of these. If you're under 13, you'll only be able to use the PTC option (see the next tutorial).

2. Create an account

If you don't have an existing Google account, you will need to set one up, which involves creating a username and password, and sharing personal details such as your mobile phone number. As well as using it for *Pokémon GO*, the account can also be used for services such as Gmail, YouTube, and Google+.

3. Log in with Google

If you're using an Android device, using the Google login is the easiest option as it will work with the details that you already have stored on your phone. If you're using an iPhone but have a Google account, the process isn't as simple as you will need to manually enter your username and password.

4. Grant Pokémon GO access

Whether you had an existing Google account or not, the final step of the process as the game logs you in is to grant it permission to access your Location Services, which is required so that it knows where you are in relation to nearby Pokémon, and also asks whether you want the game to send you notifications.

Log in with the PTC

Become an official member – or help a younger user – and get extra privileges

1. Join the Pokémon Trainer Club

If you're under 13 years old, the *Pokémon GO* login screen will only let you log in using a Pokémon Trainer Club account. However, dedicated *Pokémon* fans over the age of 13 might also want to set up a PTC account as it comes with added benefits like being able to play *Pokémon Trading Card Game* online.

2. Set up a Child Account

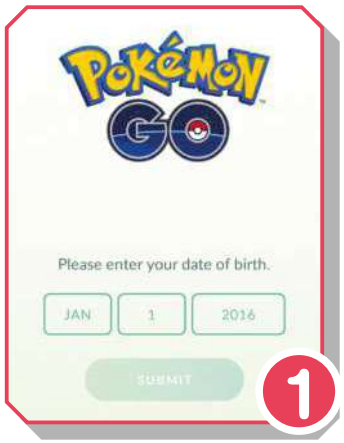
Users under 13 can create their own Pokémon Trainer Club accounts, but will only be able to have a Child Account. To set up, they will have to supply an email address for their parent, who then have to give their consent to activate the account. To do this, a parent also needs to create their own account.

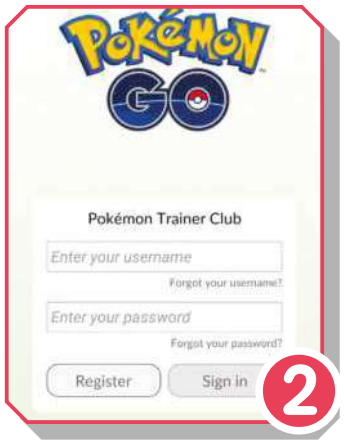
3. Set up an adult account

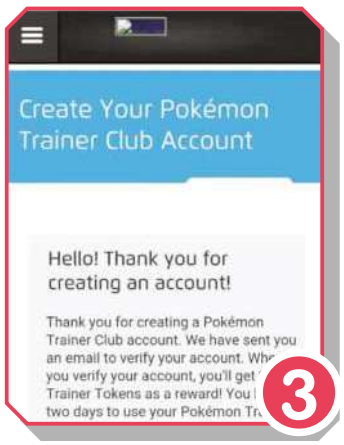
Older players wanting to join the Pokémon Trainer Club create their accounts the same way, with their date of birth confirming they are not children. However, as long as parents use the same email address as their children supplied, they will be to give consent when they log in via the Approve Child page.

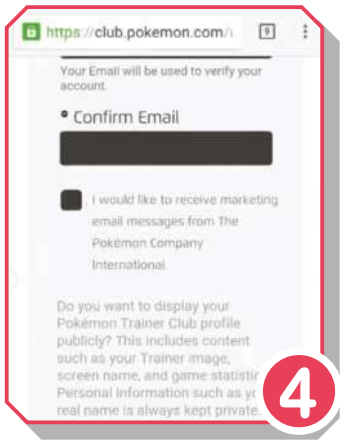
4. Get rare Pokémon download codes

Before you finish setting up either PTC account, make sure you subscribe to the newsletter. It's not just spam – this newsletter sometimes offers exclusive download codes that you can redeem for rare Pokémon in other games you might not otherwise be able to find, or other special events and offers.






Create Your Pokémon Trainer Club Account
Hello! Thank you for creating an account!
Thank you for creating a Pokémon Trainer Club account. We have sent you an email to verify your account. Wh
you verify your account, you'll get
Trainer Tokens as a reward! You
two days to use your Pokémon Tr
3


https://club.pokemon.com/
Your Email will be used to verify your account.
Confirm Email
I would like to receive marketing email messages from The Pokémon Company International
Do you want to display your Pokémon Trainer Club profile publicly? This includes content such as your Trainer image, screen name, and game statistic
Personal information such as y
real name is always kept private
4

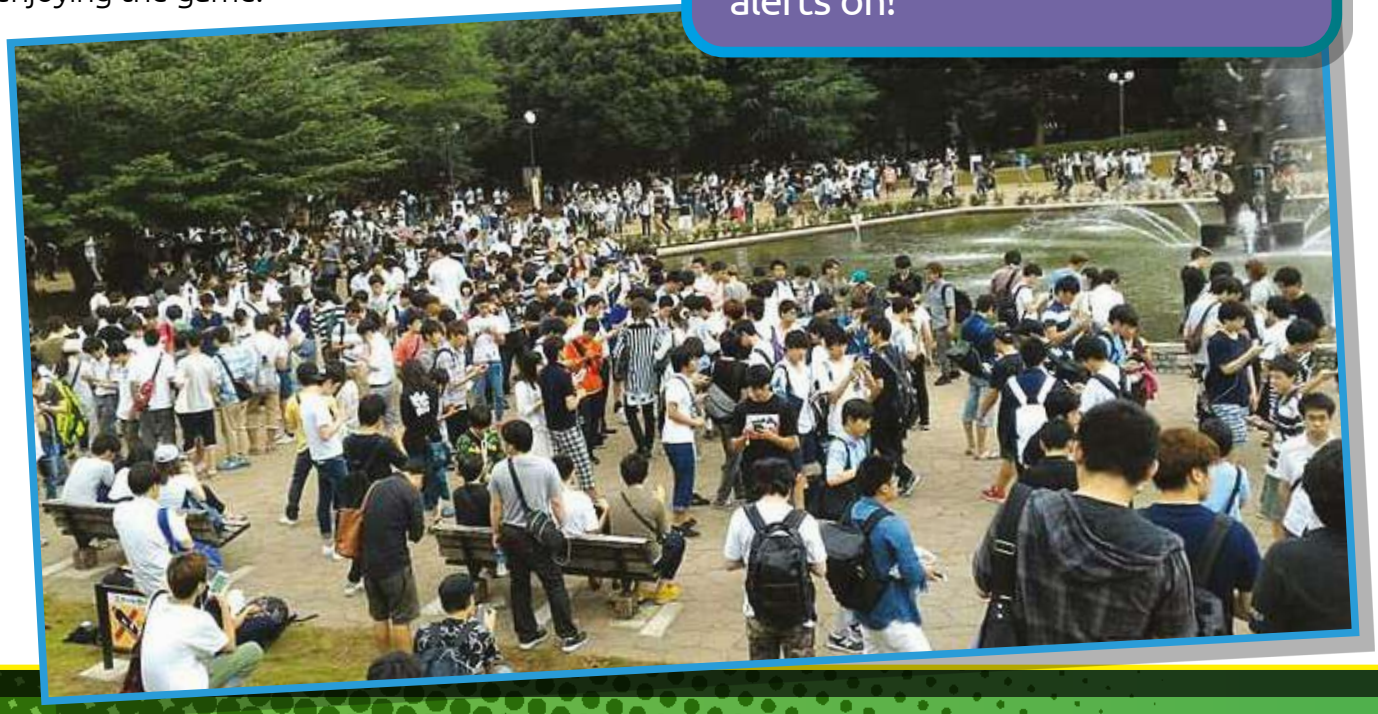
Stay safe while playing Pokémon GO

It's easy to get distracted playing the game so remember to stay safe

***Pokémon GO* is undoubtedly an international phenomenon, but with so many of us glued to our phones hunting wild Pokémon it's easy to forget your surroundings.** In the weeks after the game was released, players involved in car accidents, falling off cliffs and having to be rescued from caves had all been in the news, as well as more sinister reports of people being lured to PokéStops by muggers. Distractions can be dangerous so it's important to take precautions. We've compiled a quick list of ways to avoid accidents, injuries and inconveniencing others around you so you can stay safe while still enjoying the game.

Stay aware

Many people have injured themselves by tripping over kerbs or walking into roads while distracted playing the game. The best thing to do in busy areas is to let the app run in the background. Your phone will vibrate when there's something nearby, so you won't miss out, so keep walking as normal with your alerts on!



Don't drive and play

It should go without saying that driving while playing is a big NO. However, reports of players hitting trees, fences and even a patrol car have been in the news more times than you may think.

Pokémon passengers

Likewise, if you're a car passenger, be aware of other road users. Asking the driver to stop or slow down on a busy road so you can catch a nearby Jigglypuff or hatch your eggs could be dangerous, and could cause accidents.

Play together

Exploring new areas alone, particularly at night with your smartphone out isn't a great idea. Playing as a group is safer but also great fun, especially now trading has been added to the game.

Mobile gaming

With so many rewards given for exploring, you may find yourself walking more than you expected. Take plenty of water and be sure to check the weather. Sun cream and an umbrella will be your new best friends… behind your new Pikachu, obviously.

Trespassing

Pokémon can spawn anywhere, but the game itself is not aware if it is safe or legal to obtain them. Private property may generate something amazing but may have restricted access – never go anywhere you shouldn't.

Be respectful

As Professor Oak said repeatedly, "There's a time and place for everything but not now." Be aware of where you are. Police stations, hospitals and graveyards are just a few of the locations where it's best not to play.

Unsafe terrain

Cliffs, mountains, rivers and caves can all be unsafe if you're not paying attention. Don't go anywhere you might get hurt. Everyone knows caves are only full of Zubat nests anyway…

Be aware of others

Not everyone is playing *Pokémon GO* and those out of the loop may understandably find you loitering outside their house a bit unnerving, so be courteous of their privacy. In a crowd, be sure to avoid running into others or losing those you're with.

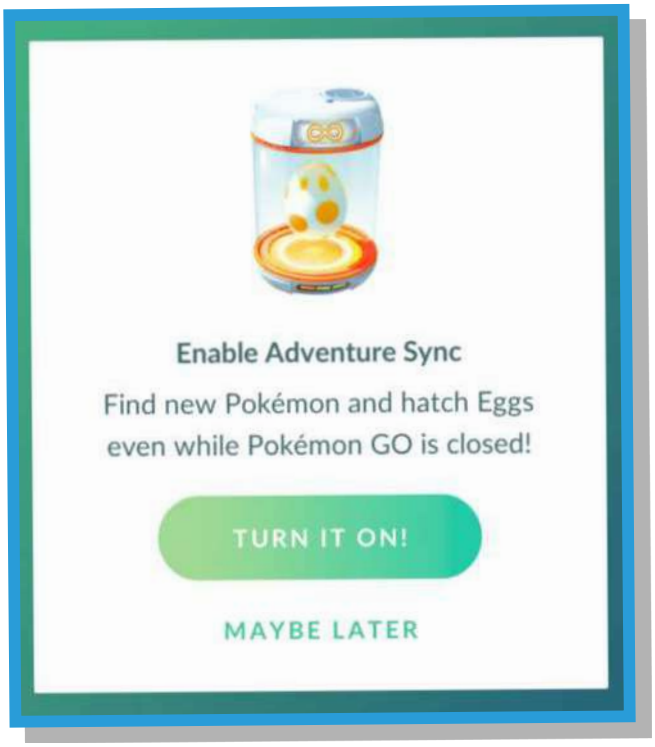
Don't play at work

An unhappy boss is a dangerous thing, as some players have found out the hard way. Neglecting your work could cause serious repercussions so it's best to keep Pokémon hunting to outside work hours.

Pokémon GO
Welcome to the Gardiner Museum PokeStop
Enjoy our public wifi and please be respectful of other Museum visitors while you play.
Good luck catching them all!
GardinerPublic
PW: 2c3ba18546
Share the Pokemon you catch at the Gardiner with us on Twitter and Instagram!
@gardinermuseum

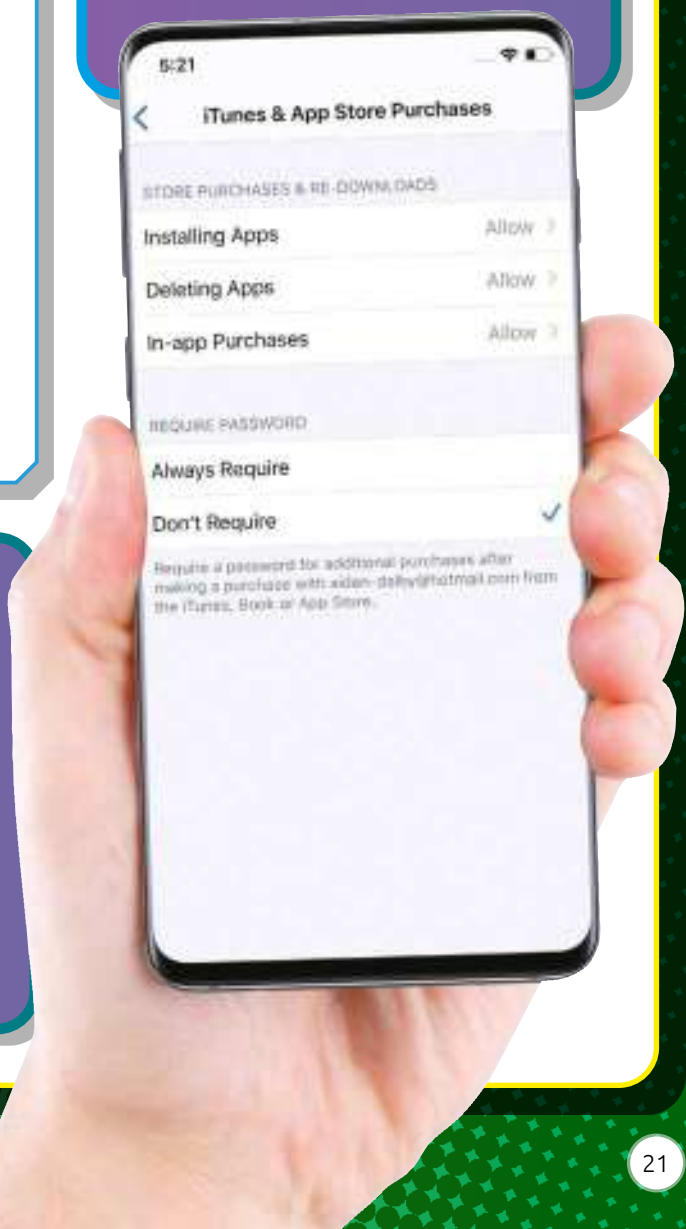
Adventure Sync

By turning this on you won't need to have your device on at all times to hatch eggs or earn Candies. Your mobile device will track any walking you do and sync the data across to the game when you next log in.



In-App Purchases

In-App Purchases can cost up to £79.99 and if you're not the bill payer, this can be harmful not only to their bank balance, but to your health, too. To save the hazardous situation, you can switch off purchases in Settings.



Avoid battery drain

Pokémon GO is a huge drain on your phone's battery life. Even though Niantic has now patched in its battery saver mode, a portable battery pack is a great investment. You don't want to get lost with no phone, after all.

FUN FACTOR ★★★★★

Get up and running

Get set up and choose your first Pokémon with Professor Willow

So you've downloaded the game – time to go out and catch 'em all, right?

Wrong! Before you can start hunting for Pokémon in the tall grass, there's someone who wants to speak to you.

Say hello to Professor Willow, a dashing figure in an interesting lab coat, lime green trainers and spandex ensemble.

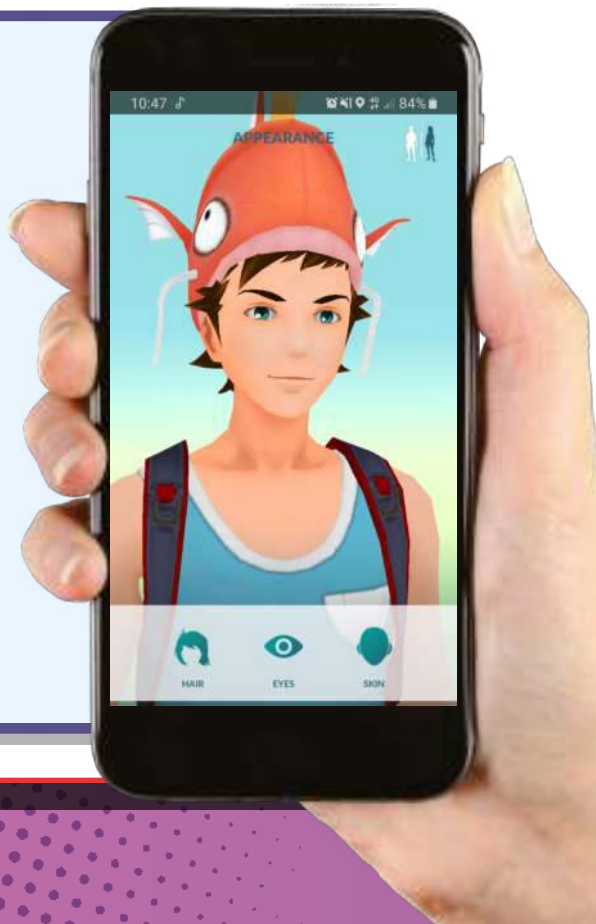
Just like in the original games, the Professor explains that he needs your help to complete his Pokédex. Your instinct may be to keep tapping the screen until its over, but what this introduction to the game is really about is setting yourself up with a playable character and learning the basics.

In fact, some of these things can't be skipped, such as choosing a nickname. This can be a rather gruelling job as you can only use letters and numbers –*Pokémon GO* doesn't allow duplicates and has over 100 million players already, so settling on a name you like might take a little while.

Other things you'll miss out on if you're not paying attention include choosing your first Pokémon. As far as we can tell, the Pokémon you pick doesn't affect how the game unfolds, but that may change in future versions. You'll still be able to still catch the Pokémon you don't choose, but they are generally quite hard to come by.

Customise your Trainer

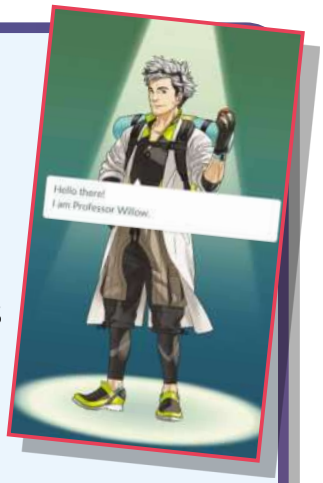
When you first meet Professor Willow, he will ask you what you look like. This is your opportunity to customise the character that represents you in the game, running around on the main map screen. You can choose the gender of your avatar, as well select from a choice of skin tones, hairstyles and eye colours. You can even dress them up how you like. Don't worry – if you decide you don't like the way your avatar looks, you can always edit it later.



Choose a nickname

Once you've created your avatar, you'll need to name it. Bear in mind that once you start conquering Gyms, every other player that visits it will be able to recognise you by your nickname, so think twice about using your real name.

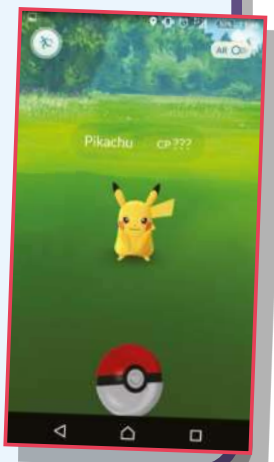
Get top tips



Pokémon GO's layout isn't always easy to work out and if you weren't paying attention to Professor Willow's walkthrough, you might be confused by some things. But if you tap the Poké Ball icon to bring up the main menu, there's a question mark in the top right marked Tips. Tap this for a quick overview of how to play the game.

Catch a Pikachu

Early on, Professor Willow will offer you one of three Pokémon as your first companion: Bulbasaur, Charmander or Squirtle. But there's a secret fourth option, too: Pikachu. To get everyone's favourite thunder mouse, ignore the first three Pokémon presented to you and simply walk away. The three Pokémon will follow you around for a bit before disappearing and later reappearing. Do this four times, and a Pikachu will appear. Make sure you capture it!



Pick a team

When you reach Level 5, you'll be allowed to enter Gyms. The first time you enter, you'll be asked to join a team: Instinct (Yellow), Mystic (Blue) or Valor (Red). Each Gym is controlled by a team and you can help defeat rival Gyms for your team through battles or defend friendly ones by contributing one of your Pokémon.

FUN FACTOR ★★★★★

Go catch Pokémon!

Find your way around Pokémon GO's main screen

So you've stepped outside into the wilderness ready to begin your hunt for Pokémon... but where do you start? Take a look at your screen and you'll see your Trainer, ready and raring to go, so all that's left for you to do is to get moving! Simply start to walk, and you'll notice that your avatar will follow suit. If a Pokémon suddenly pops up on your screen, simply tap on it and you'll have a chance to catch it and make it your own.

But in order to capture the creatures, you're going to need to get your hands on some Poké Balls first. You see those blue cubes on the screen? They're PokéStops, and they're certainly not something you're going to want to just walk past if you're planning to succeed in this game. PokéStops are situated at various places of interest, and enable you to obtain useful items (including Poké Balls), gain XP and Field Research tasks. Pokémon are also more likely to spawn in areas with an abundance of PokéStops, so take a good look at your screen's map and head in the direction of these blue cubes to begin – you're almost certain to encounter some Pokémon along the way.

Take a look at what you'll see as you start the app and head out on your very first Pokémon adventure...

Your profile

Hit your Trainer icon in the bottom-left of the main screen to check out your profile. It has information on your XP, Level and Buddy, and you can also change how your Trainer looks. Scroll down to view your Badges, which are achievements based on the number of Pokémon you've caught, how many eggs you've hatched and so on. Swipe left to see your Friends List. Here you can see what they've been up to, as well as send and receive Gifts.

POKÉMON GYMS

This symbol indicates a Pokémon Gym. Here you can see it has been taken over by members of Team Valor. To reclaim the Gym for your team, you'll need to defeat the Pokémon that are currently residing there.

POKÉSTOPS

PokéStops are everywhere! You'll have to approach, tap and spin them to gain items. Ones surrounded by pink petals are equipped with a Lure Module, meaning more Pokémon are likely to appear nearby.

NEARBY POKÉMON

When you can see a Pokémon on your screen, tap it to try and capture it. In the bottom-right corner of the display, you can see a list of the Pokémon that are nearby, ones you might encounter if you keep searching.

MORE OPTIONS

Tap the Poké Ball icon to access the menu to check out your Pokédex, head to the Shop to buy useful items, have a look at what items you currently have, or check out the Pokémon you have caught so far.

FUN FACTOR ★★★☆☆

Visit a PokéStop

Collect Trainer essentials at your local landmarks

You won't get very far in *Pokémon GO* if you don't get yourself down to your nearest PokéStops!

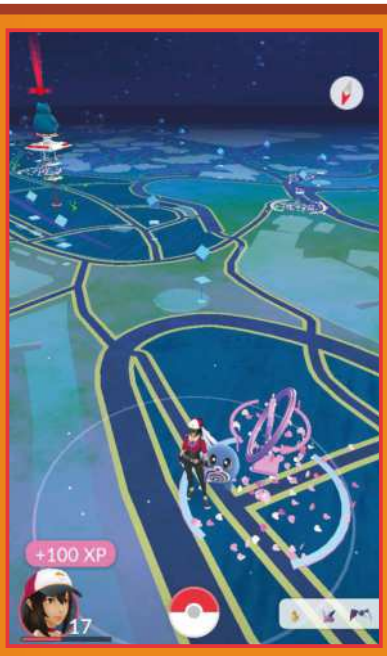
A blue cube on the screen's map indicates that there is a PokéStop there, which will change into a Poké Ball symbol when you get near enough to activate it. Once nearby, tap the PokéStop and spin the image to collect all manner of useful items, from Poké Balls and Potions to Razz Berries and even Pokémon Eggs, if you're really lucky.

You'll also gain XP and Field Research, so there really is no reason why you'd want to miss out by walking past any nearby PokéStops. Many of your local area's landmarks will feature a PokéStop, be it a cathedral, shopping centre or park. If you happen to live somewhere out in the middle of nowhere, however, you may have to travel to your nearest town or city to find the most PokéStops and reap the benefits.

You'll probably be surprised at the hidden treasures you will find while playing *Pokémon GO* around your town or village; PokéStops can often be found at obscure monuments, statues, memorials and cafes, so you may find something interesting that you never knew existed as you continue to explore. Who said playing *Pokémon* wasn't a beneficial activity, eh?

Pokémon love Lures!

As you continue to level up, you'll be given special Lure Modules that you can apply to any PokéStop of your choosing. As the name suggests, these useful items will lure Pokémon to you – perfect for taking a break from all that walking! Other nearby Trainers can also benefit from it, too. If you spot a PokéStop showered in pink blossoms, this means a Lure Module has been activated there. They only last for 30 minutes, so head down there quickly!

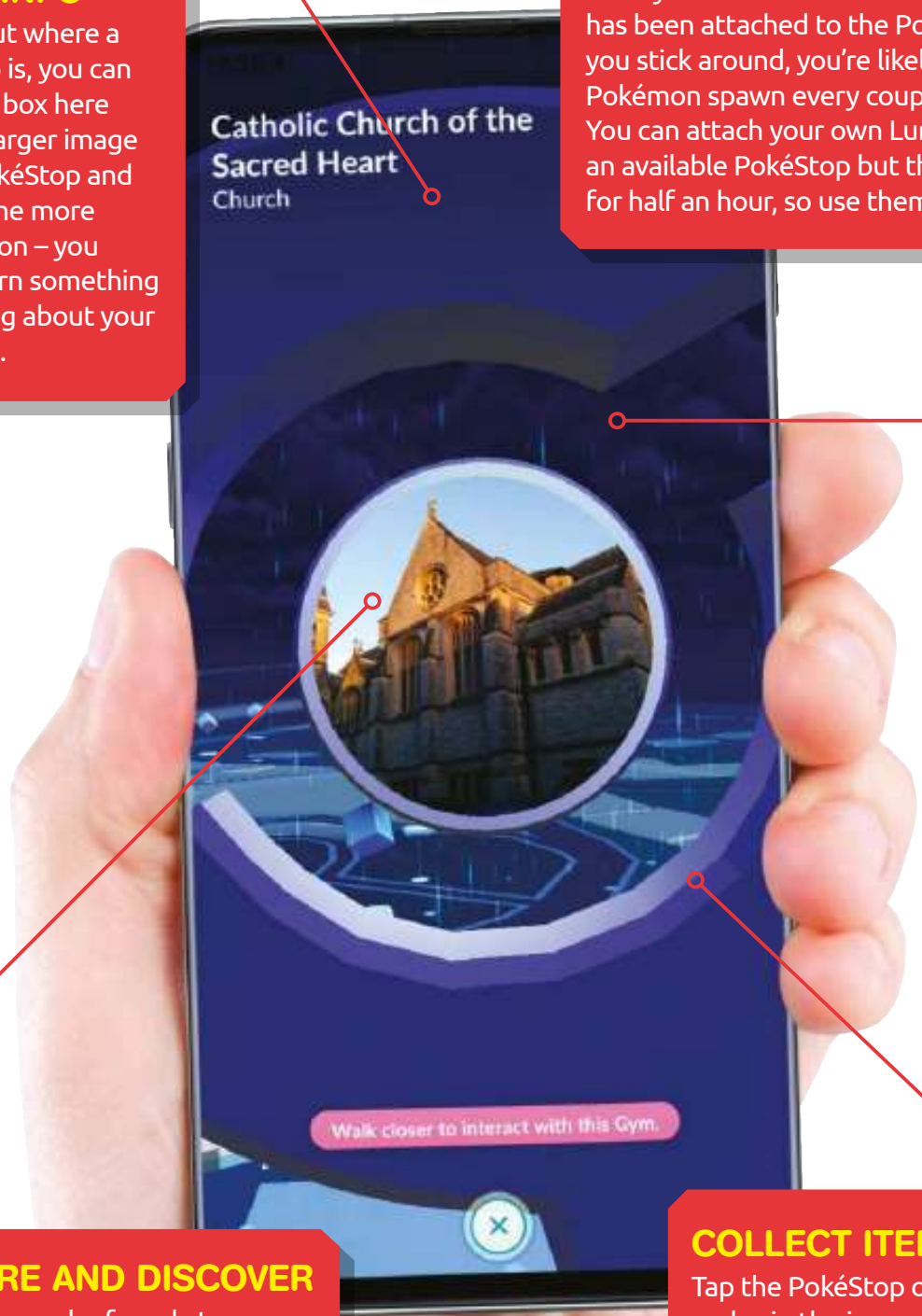


HIT FOR MORE INFO

To find out where a PokéStop is, you can press the box here to see a larger image of the PokéStop and often some more information – you might learn something interesting about your local area.

GOTTA LURE 'EM ALL

This symbol means that a Lure Module has been attached to the PokéStop, so if you stick around, you're likely to see new Pokémon spawn every couple of minutes. You can attach your own Lure Module to an available PokéStop but they only last for half an hour, so use them wisely.



EXPLORE AND DISCOVER

PokéStops can be found at many famous landmarks or at the most random of places, which encourages players to go out and explore some of the interesting features hidden away in their towns, villages and cities.

COLLECT ITEMS

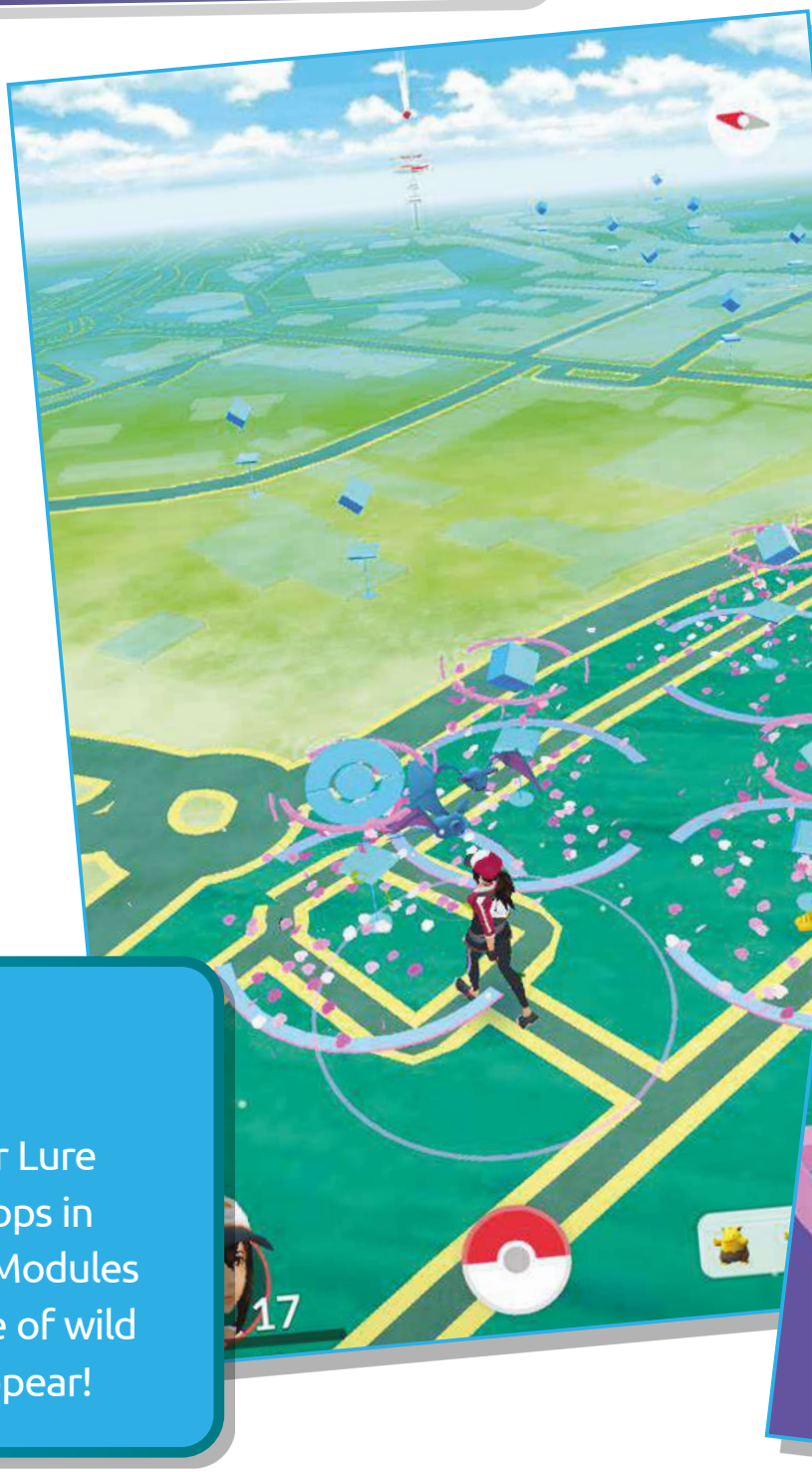
Tap the PokéStop on the screen and spin the image – items will come spilling out ready for you to collect. As you level up, you'll be more likely to find a variety of items, including Revives to heal your team and improved Poké Balls that increase catch rate.

Make the most out of PokéStops

Use PokéStops to level up fast, catch Pokémon and get items

PokéStops really are a Trainer's best friend. When looking at the game map, you may see some levitating blue cubes; tap one to find out where it is, and head on over! PokéStops are a key source of Trainer essentials, being the place to collect items, Research tasks and eggs, which is a way to obtain some of the rarer Pokémon in the game. Not only that, but if you attach a Lure Module to a PokéStop, you'll attract Pokémon straight to you.

PokéStops are great, but is that all there is to them? Most certainly not; there are ways you can really make the most out of the PokéStops you encounter, which will in turn help you to level up faster, attract more Pokémon and ensure that you will never be short on those vital items.

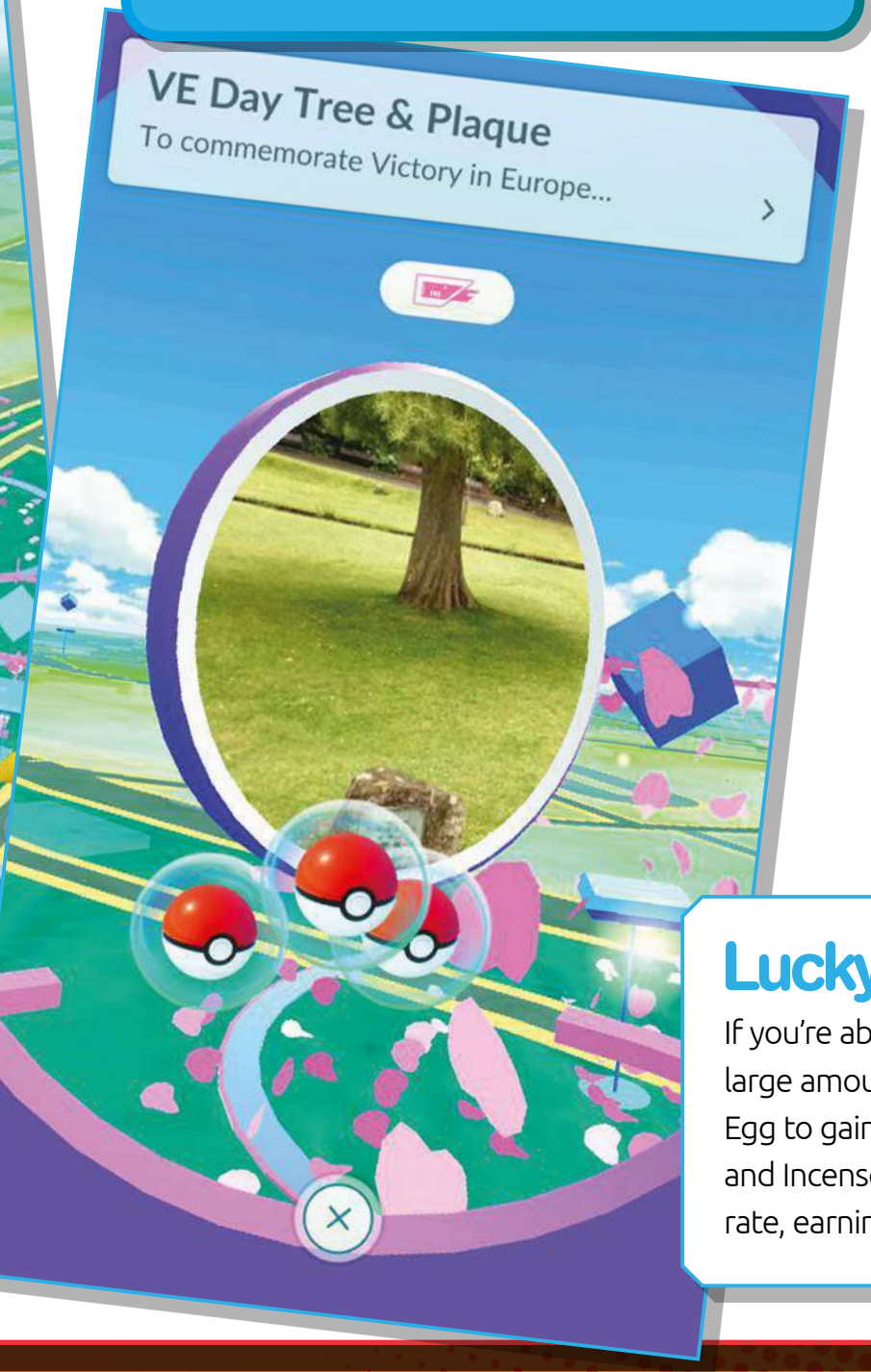


Use multiple Lures

If you're playing in a group, you can collaborate to get more out of your Lure Modules. If there are a few PokéStops in close range, you can all place Lure Modules on them to increase the spawn rate of wild Pokémon, then wait for them to appear!

Go to populated areas

If you and your friends are out of Lures, your best bet is to travel to busy areas, as here you are more likely to find PokéStops with Lures attached. Parks tend to be a good place to find multiple PokéStops.



Collect or buy more Lures

You receive your first Lure Module free at Level 8 and another at Level 10, but after that, you only get additional ones every five levels. You can also purchase them from the Shop for 100 PokéCoins, should you want more.

Wait to refresh

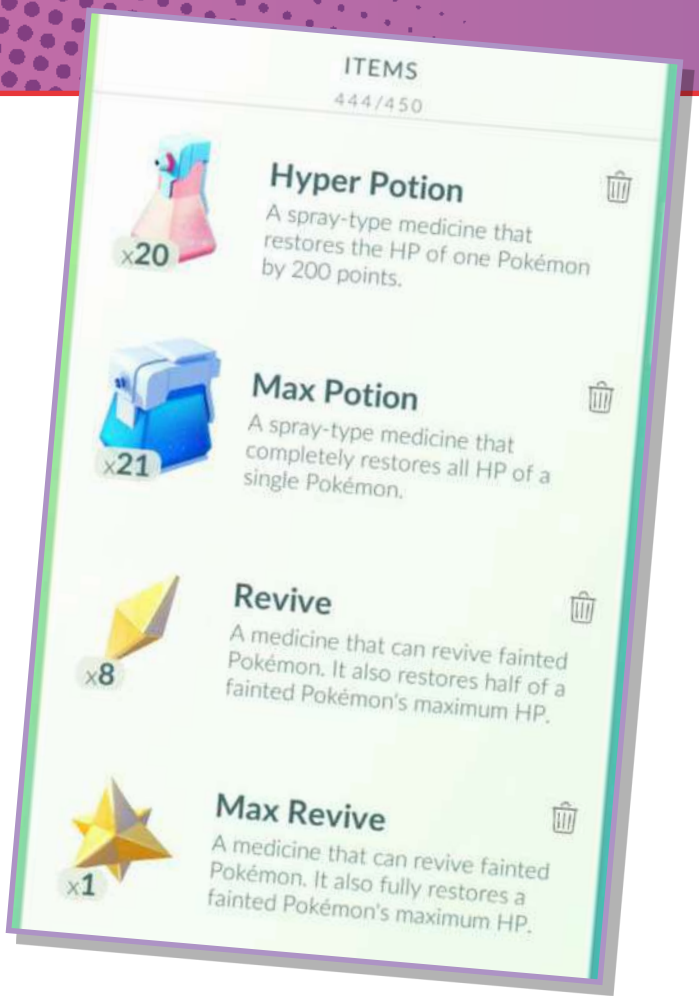
Once you've got the items from a PokéStop, it will turn purple and you'll need to wait for it to refresh. This only takes about five minutes, though. So make sure you take breaks next to stops!

Lucky Egg and Incense

If you're about to head out into an area with a large amount of PokéStops, activate a Lucky Egg to gain double XP. You can also use Lures and Incense to increase the Pokémon spawn rate, earning you even more XP!

Items

Not sure what makes Great Balls so great? We've got it covered


ITEMS
444/450
Hyper Potion
x20
A spray-type medicine that restores the HP of one Pokémon by 200 points.
Max Potion
x21
A spray-type medicine that completely restores all HP of a single Pokémon.
Revive
x8
A medicine that can revive fainted Pokémon. It also restores half of a fainted Pokémon's maximum HP.
Max Revive
x1
A medicine that can revive fainted Pokémon. It also fully restores a fainted Pokémon's maximum HP.

If you want to be the very best, you'll need to take advantage of all available items. Catching your dream team is impossible without Poké Balls. Balls and incubators will prove to be vital to completing your Pokédex and becoming a Pokémon Master, while restorative items are essential for returning your Pokémon to full health after taking on Gym battles. Items can be gained by levelling up, interacting with PokéStops or via the in-game shop if you have Coins to spare. Initially, your backpack can carry 350 items but upgrades are available from the Shop, expanding your carrying capacity by 50.

In order to keep your supplies topped up, you'll want to spin every PokéStop you see – you'll get a handful of items from each, with a boosted amount from the tenth Stop you hit within a short amount of time. Evolution items are the rarest of these items, so count yourself lucky if you happen upon a King's Rock or Metal Coat on your travels!

Poké Ball

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✓

Poké Balls are the most basic tool used to catch the wild Pokémon you encounter. Hold your finger on the Poké Ball at the bottom of the screen and flick to throw. A shrinking coloured ring will appear around the Pokémon – the smaller it is as you throw, the greater the chance of capture.

Great Ball

UNLOCKED AT LEVEL 12

FOUND AT POKÉSTOPS? ✓

As you progress, Pokémon may start to break out of Poké Balls more often or run away. Reaching Level 12 introduces the Great Ball, which gives a higher catch rate than the Poké Ball, enabling you to chase and capture stronger wild Pokémon with more success. You throw it in the same way as a Poké Ball.

Ultra Ball

UNLOCKED AT LEVEL 20

FOUND AT POKÉSTOPS? ✓

The elusive Master Ball has yet to make an appearance in *Pokémon GO*, making Ultra Balls the most powerful of the available Poké Balls in the game. Another tip is to try throwing curve balls. These take some practice to master but will give you bonus XP as well as a higher chance of capture.

Potion

UNLOCKED AT LEVEL 5

FOUND AT POKÉSTOPS? ✓

Starting at Level 5, you can take part in battles by interacting with Gyms. As you battle, your Pokémon will likely take damage. Potions will restore your Pokémon's HP by 20 points. To use, simply tap the Potion in your Items menu and a list of your Pokémon will appear – tap one to heal them.

Super Potion

UNLOCKED AT LEVEL 10

FOUND AT POKÉSTOPS? ✓

What makes Super Potions so super? Well, they can heal over twice the HP of a regular Potion, restoring 50 HP. This is useful as you increase in level, as you will discover stronger Pokémon and it becomes harder to get your team back to full health with just Potions.

Hyper Potion

UNLOCKED AT LEVEL 15

FOUND AT POKÉSTOPS? ✓

Better still is the Hyper Potion, which restores a whopping 200 HP per use. Save these for your most powerful Pokémon. To check its HP, go to your Pokémon page and tap on a Pokémon. Under its name is a health bar, so you can judge if you need a Hyper Potion.

Max Potion

TOP ITEM

UNLOCKED AT LEVEL 25

FOUND AT POKÉSTOPS? ✓

The biggest and best of the Potions. By Level 25 some of your Pokémon may need more care than a Hyper Potion can give. Fortunately, Max Potions will completely restore a Pokémon's health. The rarest of the healing items, it's best to use them sparingly.

Revive

UNLOCKED AT LEVEL 5

FOUND AT POKÉSTOPS? ✓

When one of your Pokémon loses all of its HP in a battle, it will faint. To get them back to fighting fitness again, you need to use a Revive – this will help them recover from fainting and restore half of their HP. You can find Revives starting at Level 5 and are fairly easy to come across in the game.

Max Revive

TOP ITEM

UNLOCKED AT LEVEL 30

FOUND AT POKÉSTOPS? ✓

You'll have to train hard to unlock these useful things, but they are worth it. Max Revives will restore a fainted Pokémon to completely full health. They can be found at PokéStops, but not all that often so use them wisely, and only on your most powerful Pokémon.

Incense

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

Want to catch Pokémon but stuck at home? Incense can be bought in the store or gained as you level up and will attract Pokémon to your Trainer avatar for 30 minutes. Incense is more effective if you are out and about, but it will work even if you're stuck indoors – perfect for rainy days.

Lure Module

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

Unlike Incense, Lure Modules are a social item, meaning others can benefit from them. Lure Modules are placed on PokéStops and will attract wild Pokémon for 30 minutes. PokéStops with active Lures are recognisable by their pink falling petals.

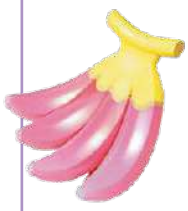
Razz Berry

UNLOCKED AT LEVEL 8

FOUND AT POKÉSTOPS? ✓

Although better Poké Balls will become available to you from Level 12, these can be used in conjunction with a Razz Berry to increase the chance of capture. Razz Berries are fed to wild Pokémon to make them less likely to break free upon your next successful throw.

Nanab Berry



UNLOCKED AT LEVEL 8

FOUND AT POKÉSTOPS? ✓

Many Pokémon – particularly Flying, Water and Ghost types – like to move around erratically as you try and catch them in the wild. If you want them to chill out and save you wasting precious Poké Balls, feed them one of these and strike while they're calmer!

Pinap Berry

TOP ITEM

UNLOCKED AT LEVEL 8

FOUND AT POKÉSTOPS? ✓

When catching with the next ball after feeding, these boost Candy obtained. These Candy-boosting berries are a bit of a gamble – when you find something rare, should you feed it a Razz Berry to make it easier to catch, or a Pinap Berry to maximise your Candy count?

Camera

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

The camera is an item you can use during a wild Pokémon encounter. Simply tap the camera icon and all the user interface elements of the game will disappear, allowing you to take a photo without it getting in the way. Tap the shutter button and snaps should be saved to your phone gallery.

Lucky Egg

TOP ITEM

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

Lucky Eggs will grant you double XP for 30 minutes. Making the most of a Lucky Egg can require planning, but for some easy XP, collect and evolve as many Pokémon you can. Evolving a Pokémon will net you 1,000 XP per evolution during a Lucky Egg usage.

Egg Incubator

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

As you visit PokéStops, you will sometimes find Pokémon eggs. You can carry up to nine of these at a time and they are hatched in an Incubator by walking. These Incubators are blue and break after three uses – save them for 5km, 7km, 10km or 12km eggs.

Dragon Scale

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✓

Five evolution items are required to evolve certain second generation Pokémon, and they're only obtained at PokéStops. The chance is low – around 0.1 per cent, based on community data – but you're guaranteed one of the items on a seven-day PokéStop streak.

Sun Stone

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✓

If we had to rank the evolution items, the Sun Stone would be at the bottom of the heap. There are two Pokémon that require one of these to evolve – Sunflora (from Sunkern) and Bellossom (from Gloom) – but they're both pretty bad. Right now, they're only really good for Pokédex completion.

King's Rock

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✓

This regal relic is among the most sought-after evolution items, as it allows you to evolve two of the most versatile Pokémon from *Gold & Silver*. Slowking –which, remember, evolves from Slowpoke, not Slowbro – and Politoed (evolved from Poliwhirl).

Up-Grade

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✓

Another one-use evolution item, this time is only used to transform the elusive Porygon into its enhanced form, Porygon2. As well as having the Up-Grade item, you will need 50 Porygon Candy. You only need one Up-Grade in your item bag, so you can discard the others to save space.

Metal Coat

TOP ITEM

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✓

This thing is capable of making dreams come true, turning two fairly weak Pokémon into viable competitive threats. Onix benefits most as it's genuinely useless until you evolve it to Steelix using a Metal Coat, while Scyther gets boosted by evolving into Scizor.

Sinnoh Stone

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

This item was introduced along with Gen 4 Pokémon and are a one-time use item. There are currently two ways of getting a Sinnoh Stone: Trainer Battles or completing Field Research. The item can be used on a wide range of Pokémon including Magmar, Electabuzz and Gligar.

Unova Stone

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

Much like the Sinnoh Stone, you can get a Unova Stone by completing Field Research. Those are the tasks you get from Pokéstops; complete one each day until you've filled in all the stamps, then claim your reward and there's a chance you might get a Unova Stone.

Super Incubator

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

The Super Incubator hatches Pokémon Eggs 33 per cent faster than the regular Incubators. This means that a 10km Egg would have a distance of 6.7km. The item can be used three times before it breaks so make sure you don't waste it on the 2km Eggs.

Rare Candy

TOP ITEM

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

You can get Rare Candy from Raid Battles, Research Tasks or Trainer Battles. When used on any Pokémon in your collection, the Rare Candy will turn into Candy for that species. For example, if you use ten Rare Candies on a Mewtwo that will turn into ten Mewtwo Candy.

Technical Machine

UNLOCKED AT LEVEL 15

FOUND AT POKÉSTOPS?

Known as TMs for short, Technical Machines come in two forms: Fast TM and Charged TM. Use these on Pokémon to change their attacks to a new one chosen at random. You may have a strong Pokémon, but its attack is weak. Well, use a TM and that attack will be replaced.

Star Piece

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

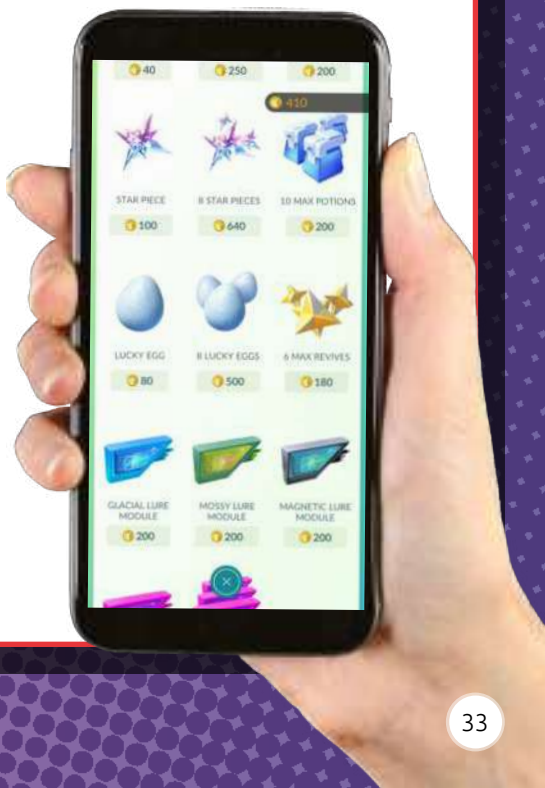
Using a Star Piece will increase the amount of Stardust you earn for half an hour. You need Stardust to power up Pokémon, trade with other players and more. Our tip, use a Star Piece after an Incense and you should earn a ton of Stardust from all of the Pokémon you catch.

Gifts

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

The only item you cannot use on yourself or your Pokémon, Gifts are instead sent to people in your Friends List. If you've already sent a friend a Gift then you must wait for them to open that before you can send another. Gifts can contain Stardust, Poké Balls and Pokémon Eggs.



Team Medallion

UNLOCKED AT LEVEL 5

FOUND AT POKÉSTOPS? ✗

The only way to obtain this item is to pay 1,000 PokéCoins at the Shop, which may seem like a lot but it's for a good reason. With the item you can switch between the three Teams, Valor, Mystic and Instinct. Once used, you will not be able to change again for another year.

Golden Razz Berry

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

Using a Golden Razz Berry on a wild Pokémon will greatly increase your chances of catching it. Golden Razz Berries are ideal when trying to capture the rarest of Pokémon. You can also feed these to Pokemon you have in Gyms to fully restore their motivation.

Silver Pinap Berry

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

Obtained by completing Research tasks, Raid battles and Battle leagues, the Silver Pinap Berry is incredibly useful as they not only increase the chance of catching a wild Pokémon, but they will also multiply the amount of Candy earned when the Pokémon is captured.

Poffin

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

Feed your Buddy Pokémon Poffins to instantly fill their hunger meter and boost their mood. This means your buddy will find gifts for you as well as receive a CP boost in battles. You should only use a Poffin on a day where you are going to be out, fighting in battles, raids and exploring.

Glacial Lure Module

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

Use this item on a Pokéstop to attract Ice and Water-type pokemon for half an hour. Only one lure can be used on a Pokéstop at a time. While standing near a Pokestop with a Glacial Lure active, you can evolve an Eevee into a Glaceon.

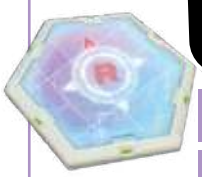
Raid Pass

UNLOCKED AT LEVEL 5

FOUND AT POKÉSTOPS? ✗

These items allow you to take part in Raids at Gyms. You can get one standard Raid Pass a day by visiting a Gym. Premium Raid Passes allow you to join a Raid or you can unlock premium rewards in Battle League. Remote Raid Pass allow you to join a Raid Battle without needing to be near the Gym.

Rocket Radar



UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

By collecting six Mysterious Components from defeated GO Rocket members you can unlock the Rocket Radar. After gaining your first Radar, you can purchase additional ones from the Store. You use Rocket Radars to locate Team GO Rocket Leaders to battle.

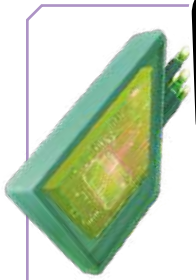
Magnetic Lure Module

UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

When used on a Pokéstop, this lure attacks wild Steel, Electric and Rock-type Pokémon for 30 minutes. When near an active Magnetic Lure Module, you can evolve a Magneton into a Magnezone or a Nosepass into a Probopass.

Mossy Lure Module



UNLOCKED AT LEVEL 1

FOUND AT POKÉSTOPS? ✗

Purchased from the store or collected after Research Tasks, you use these on Pokéstops to attract wild Grass, Poison and Bug-type Pokémon. You can also evolve an Eevee into Leafeon when standing by an active Mossy Lure Module.

FUN FACTOR ★★★☆☆

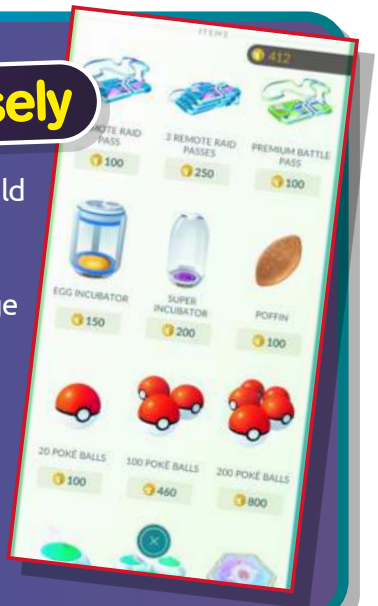
Make the most of In-App Purchases

In-App Purchases can provide a helping hand in becoming a Master

Thankfully, unlike some free-to-play mobile games, *Pokémon GO* doesn't lock anything vital behind a paywall. All the items available in the shop, bar the storage and bag upgrades, can be found in-game as you progress so don't worry if you're low on finances. While throwing money at the game isn't necessarily a great idea, with a little strategic thinking, a few purchases here and there can certainly help you out. Available to buy are Poké Balls, Incense, Lucky Eggs, Lure Modules and Egg Incubators, as well as Bag and Pokémon Storage upgrades. There are a range of prices – the smallest amount of 100 PokéCoins will cost you 79p/99c whereas the maximum 14,500 PokéCoins will set you back £99.99/$99.99.

Spend wisely

A trip into town should help you stock up on Poké Balls and allow you to take advantage of any active Lures, meaning you don't need to load up on these items – save your PokéCoins for other useful items such as Incubators.



Backpack upgrades

Tired of having to throw items away because your bag is full? Backpack upgrades are available in the shop for 200 PokéCoins and will increase your item limit by 50 items up to a maximum of 1,000.

Pick and choose

If you want to dominate the Gyms, Lucky Eggs are useful as higher-level Trainers attract stronger Pokémon. If you're more focused on completing your Pokédex, Lure Modules and Incubators are a better investment for you.

Get free coins

Taking over Gyms may be hard work but the rewards soon add up. Having a Pokémon defend a Gym can earn you up to 50 PokéCoins. You will receive any PokéCoins when your Pokémon returns.

Gotta hatch 'em all

At 200 PokéCoins, Super Incubators are possibly the best item in the Shop. You can carry nine eggs at once, and being able to incubate many simultaneously with the 33 per cent distance reduction is a huge bonus.

FUN FACTOR ★★★★★

Hatch your eggs

Start collecting eggs and hatch rarer Pokémon

Eggs are great because you never know what you'll end up hatching. It could be anything from a Larvitar or Snorlax to another useless Paras!

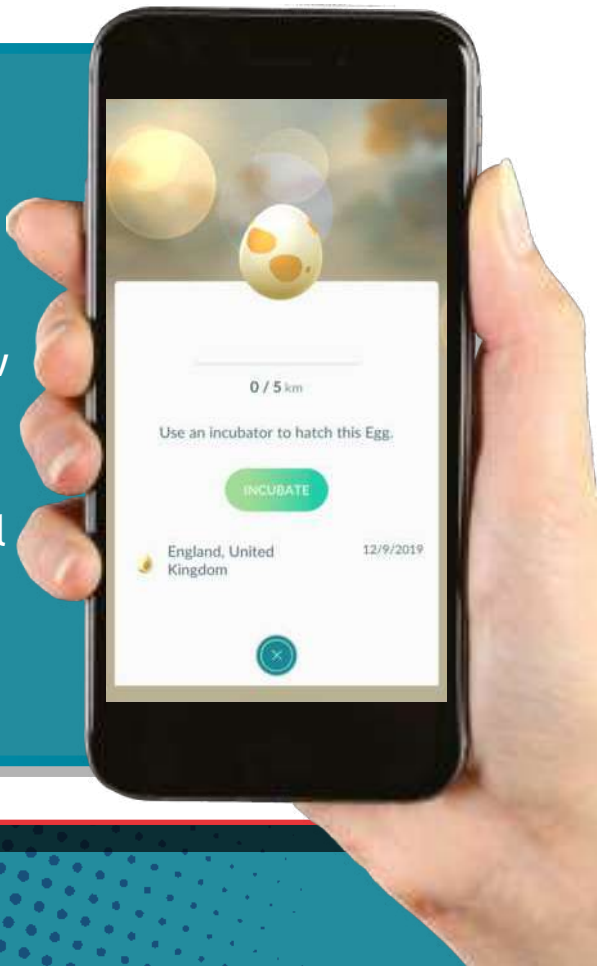
You start with a single Incubator with infinite uses, but you can collect more as you level up. To start receiving eggs, just go to a PokéStop and spin it. They drop randomly, with one of five distances required to be travelled before the eggs hatch: two, five, seven, ten and 12 kilometres. You may feel a bit fried after ten kilometres, but it's generally worth it as the greater the distance needed to hatch an egg, the rarer the Pokémon inside is likely to be. 12km eggs are the rarest as they can only be obtained by defeating Team Rocket Leaders. There's no telling which PokéStops will drop the other eggs, or what kind you'll get when they hatch. The Pokémon hatched is completely random, so you could get a Bulbasaur – or you might get *another* Goldeen.

An Incubator can only carry one egg at a time, and you can get more limited-use Incubators from the Shop or by levelling up.

Once you get an egg, you can start hatching it by going to your Pokémon and tapping on Eggs, then tapping on the egg you want to hatch. Then just select an Incubator to use and get walking!

How does Pokémon GO track kilometres?

Pokémon GO does not track your movements but your distance travelled. What it does is send your position to its servers once every few seconds, so the best way to get it to track how far you've walked is to do it in a straight line – if you're cycling instead or travelling in a car, you'll have to move around slowly to be tracked. The app also has to be constantly running and or have Adventure Sync enabled.



GET CRACKING

You can carry up to nine eggs at any one time. After that, they'll no longer be found at PokéStops until you make room for more. The only way to do this is by hatching them – there's no option to discard eggs.

RESERVED SPACES

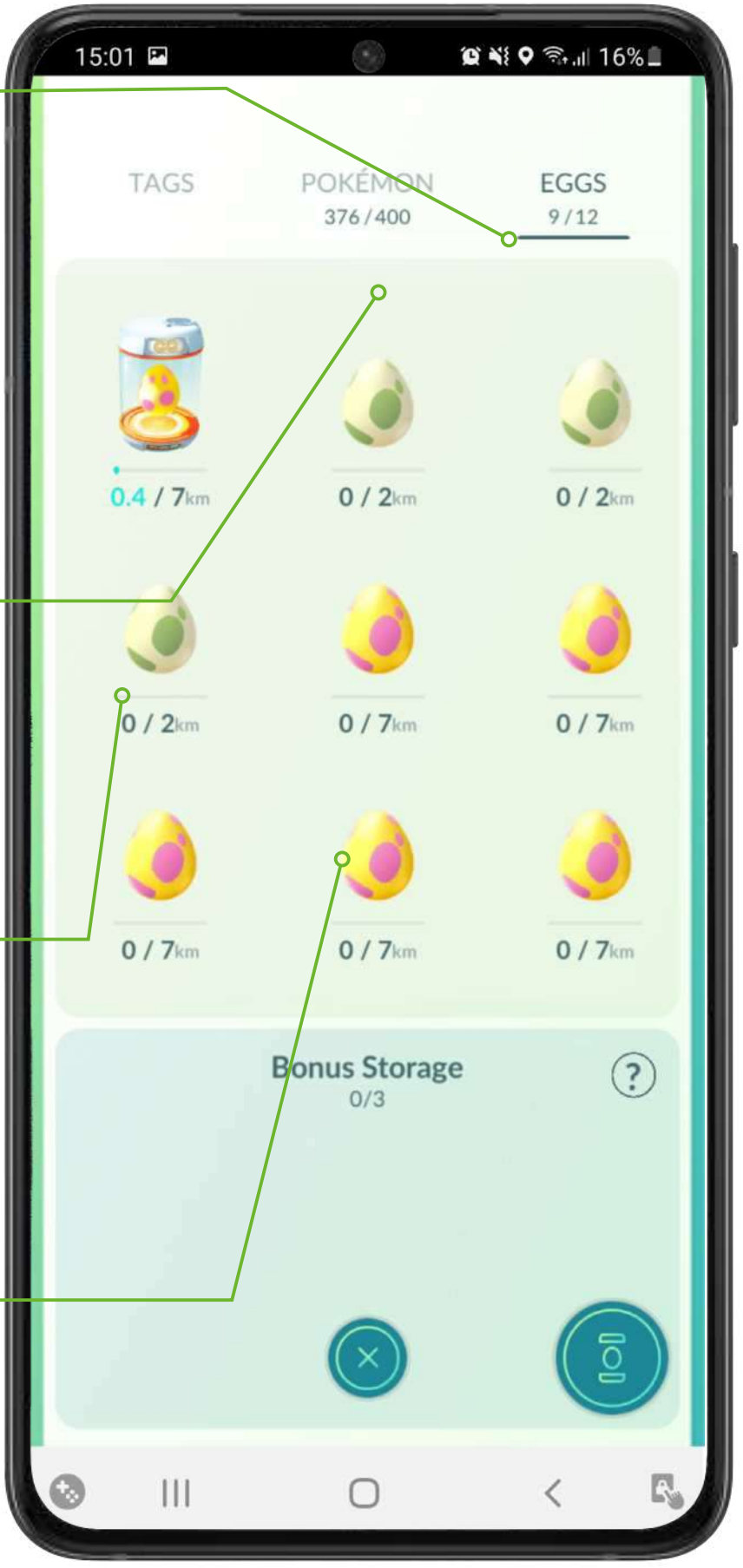
Are you wondering why the number on the Pokémon storage tab doesn't tally up with how many Pokémon you've got in there? It's because Pokémon eggs reserve one space each in storage for when they eventually hatch.

SHORT WALKS

Use your unlimited incubator for 2km eggs – you'll pick up new eggs more often, plus you shouldn't use the finite ones on 2km eggs. It's nowhere near as efficient as saving them for 10km ones.

7KM EGGS

You can only get this type of Egg from Gifts sent by people in your Friends List. Hatching 7km Eggs is the best way to get Alolan Pokémon as well as most of the baby Pokémon like Pichu and Igglybuff.



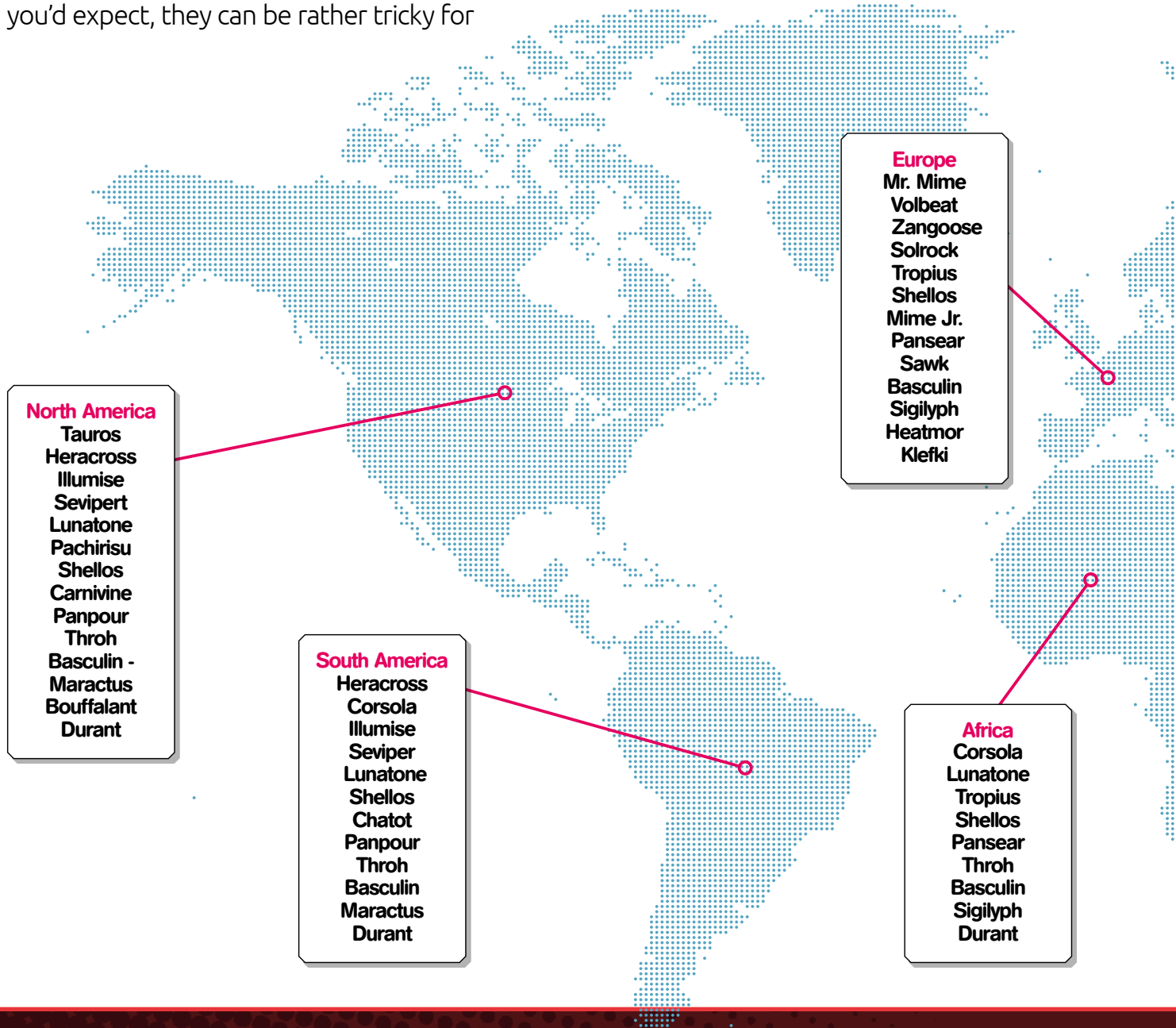
FUN FACTOR ★★★★★

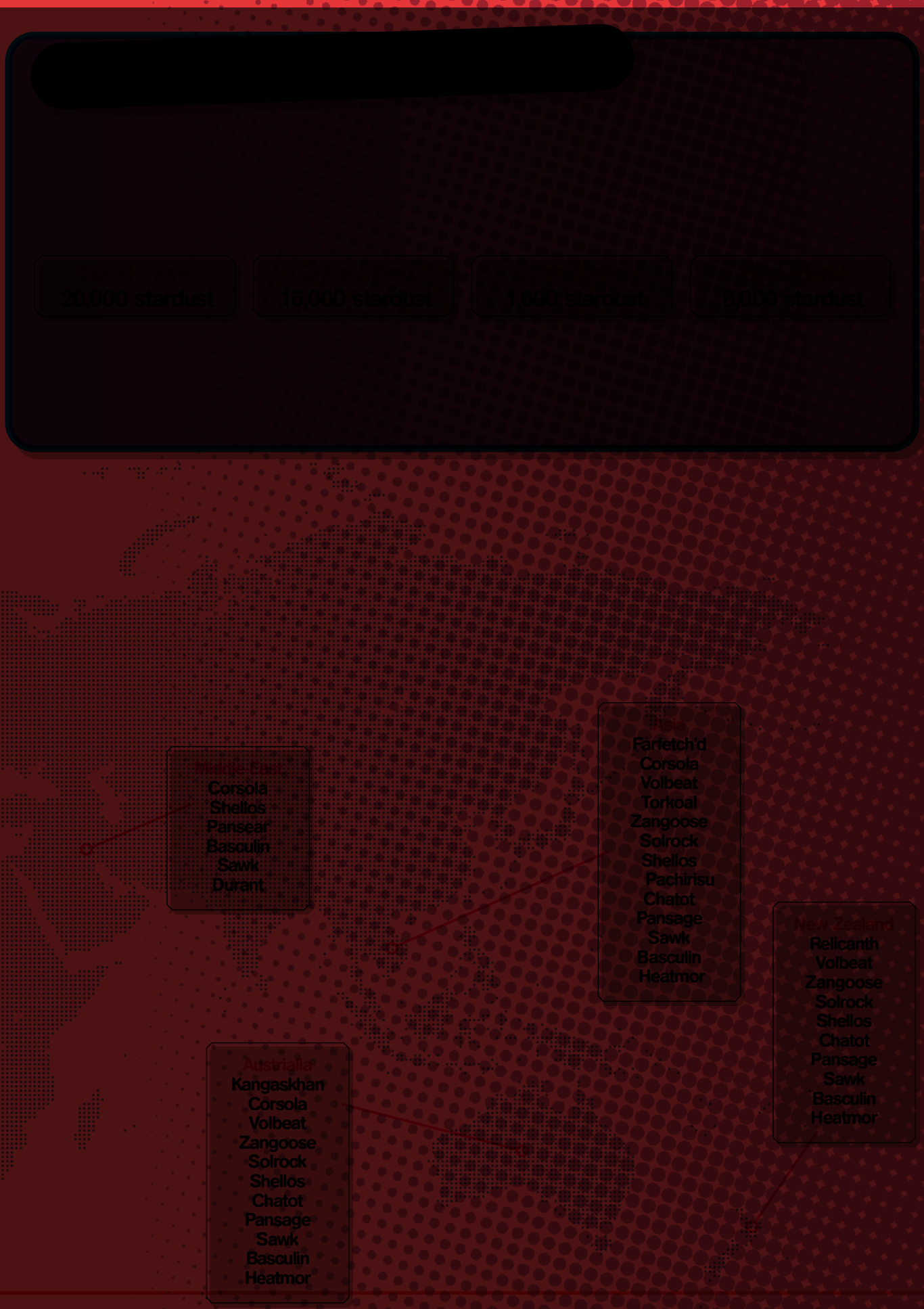
Regional Pokémon

All the regional exclusive Pokemon and how to catch them

One huge limitation to ambitious players who want to fully complete their Pokédexes is how a number of Pokémon in *Pokémon GO* are 'regionals'. What this means is that they only appear in certain regions of the real world, so as you'd expect, they can be rather tricky for some players to encounter without flying all over the planet.

As nice as that would be for *Pokémon GO*, it's not exactly feasible for most. Here are all of the *Pokémon GO* regionals in the game at the moment.




Corsola
Shellos
Pansear
Basculin
Sawk
Durant
Farfetch'd
Corsola
Volbeat
Torkoal
Zangoose
Solrock
Shellos
Pachirisu
Chatot
Pansage
Sawk
Basculin
Heatmor
New Zealand
Relicanth
Volbeat
Zangoose
Solrock
Shellos
Chatot
Pansage
Sawk
Basculin
Heatmor
Australia
Kangaskhan
Corsola
Volbeat
Zangoose
Solrock
Shellos
Chatot
Pansage
Sawk
Basculin
Heatmor

FUN FACTOR ★★★☆☆

Improve your Pokémon tracking

Find certain types, and track rarer Pokémon

Some locations are quite obvious for tracking Pokémon: Water Pokémon can be found near bodies of water and Grass types like forest areas. Dragon types, however, have a real affinity towards beaches and famous landmarks, whereas Electric Pokémon like to hang around near educational facilities.

Other times, their locations just don't make sense. Like seeing hordes of Magneton or Voltorb by a river, or an Eevee spawning on a cliff. There are patterns to Pokémon appearances and here we've listed some top tips for finding some of them, but you won't ever really know where they will be at all times – and that element of surprise when you open up the Nearby screen is what makes *Pokémon GO* so enjoyable.

Find nests

Some rarer Pokémon will spawn in nests, which are located all over. Nests can see lots of the same Pokémon appearing over a short space of time. These nest locations won't stick around forever, though, and they can change with updates to *Pokémon GO*.

Time of day

Depending on what time it is in the real world, different Pokémon will populate the same area. Ghost types, Psychic types and Fairy types seem more likely to appear when it gets to dusk or night time.

Flock to urban areas

You may assume that just because there are some woods or a national park in your area, there is a higher chance that Pokémon can be found there. However, Pokémon are more likely to gather in populated areas.

Region exclusives

Based on which continent you live on, you may find it more difficult to find certain wild Pokémon. For instance, Mr. Mime is exclusive to European countries only!

Beat the clock

Pokémon will eventually leave their location. When you see them appear under Nearby, they'll be there for a certain amount of time before disappearing. Rarer Pokémon may stay for less time than common ones.

FUN FACTOR ★★★★★

Catch your first wild Pokémon

Now that you've tracked some Pokémon, it's time to make them yours

Once you've encountered a Pokémon near you on the map, tap it and you'll be brought into a screen with it standing right in the middle.

This is the capture screen and at the bottom is a Poké Ball; touch it and quickly flick your finger up towards the Pokémon without letting go until your finger gets to the middle of the screen. This should launch the ball in the right direction. The Poké Ball will capture it, and with a few twitches and a click, it should tell you that it was successful. You'll receive three Candy and 500 XP if you have never caught this Pokémon before, or three Candy and 100 XP if you have. Some Pokémon may escape from the ball despite your successful throws. There are, of course, ways to make it easier to catch them. See the circle around the Pokémon that decreases in size? The colour indicates how easy it should be to catch. Green means easy, orange means intermediate and red means hard. Time your flicks so the circle is at its smallest and it will be easier to catch. You can also use different techniques and items to increase your catching chances.

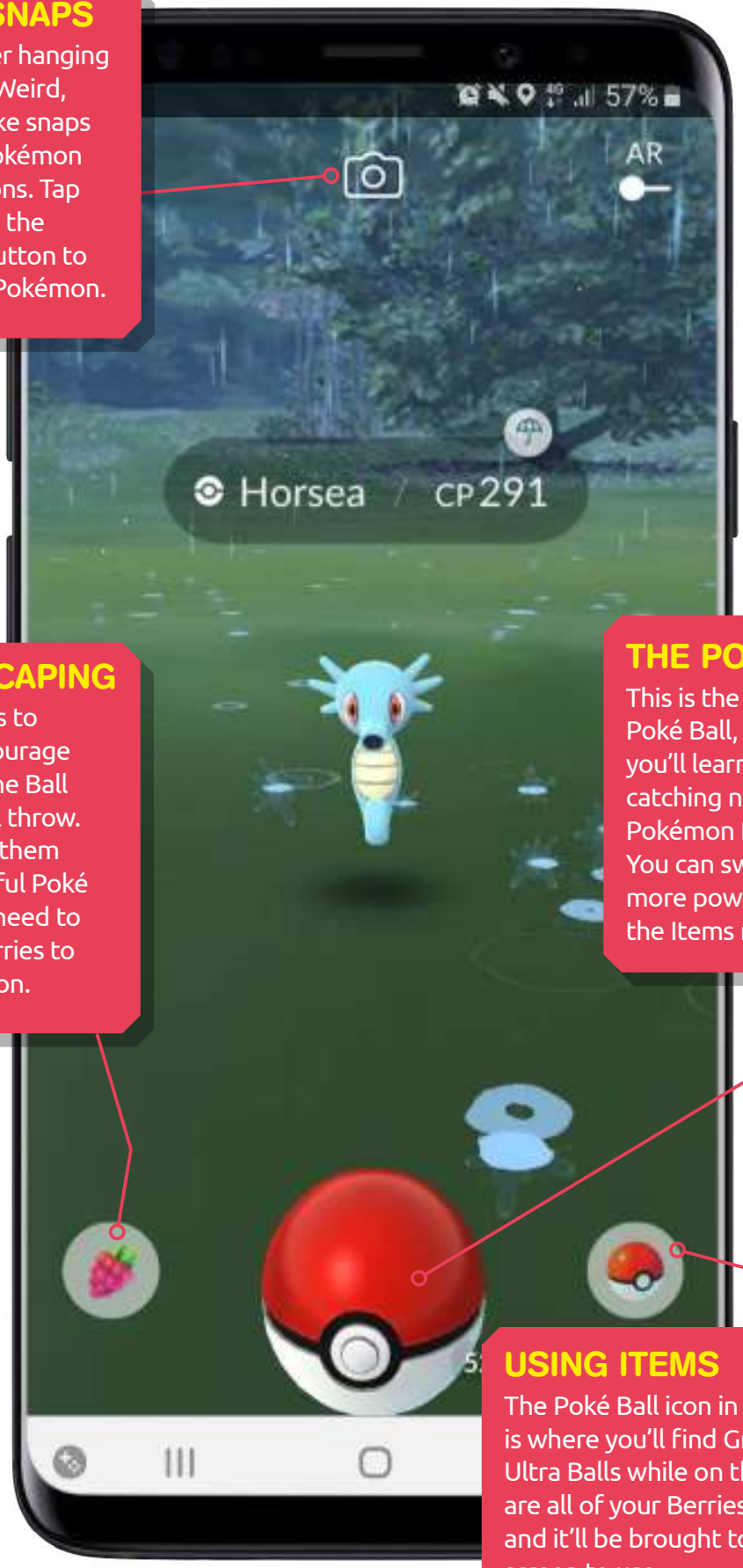
Advanced Poké Balls

As you level up your Trainer, you will receive other Poké Balls that makes catching rarer and higher CP Pokémon easier. You'll receive Great Balls at Level 12, which have a higher capture rate than the Poké Ball. Then, at Level 20, you'll start getting Ultra Balls, which have a higher capture rate than both the Great Ball and the Poké Ball. These balls aren't available in the Shop, however, and you can only get them from PokéStops or from levelling up.

ITEMS
317/350
Poké Ball
x48
A device for catching wild Pokémon. It's thrown like a ball at a Pokémon, comfortably encapsulating its target.
Great Ball
x39
A good, high-performance Poké Ball that provides a higher catch rate than a standard Poké Ball.
Ultra Ball
x11
An ultra-high performance Poké Ball that provides a higher catch rate than a Great Ball.
Razz Berry
x19

POKÉMON SNAPS

Is there a Graveler hanging about by a lake? Weird, right? You can take snaps while catching Pokémon in strange locations. Tap here and then on the middle circular button to photograph the Pokémon.



REDUCE ESCAPING

Feed Razz Berries to Pokémon to encourage them to stay in the Ball after a successful throw. You can only use them once per successful Poké Ball, so you may need to feed multiple Berries to the same Pokémon.

THE POKÉ BALL

This is the all-important Poké Ball, the item you'll learn to master for catching new, exciting Pokémon for the Pokédex. You can swap these out for more powerful versions via the Items menu.

USING ITEMS

The Poké Ball icon in the bottom-right is where you'll find Great Balls and Ultra Balls while on the left-hand side are all of your Berries. Tap an item and it'll be brought to the capture screen to use.

FUN FACTOR ★★★★★

Catch Pokémon more effectively

There's more to catching than just chucking a ball...

Once you know the basics, there are other things to consider like which items to combine, how to stop Pokémon from running away and which monsters to run away from.

Razz Berries, as we previously mentioned, are your best bet for keeping Pokémon on your screen, and they are more likely to stick around if you feed them after each successful ball hit. Abra tends to run away often, so Berries are extremely valuable for encouraging them to hang around.

You can combine Berries, Ultra Balls, smaller, coloured circles and curveballs to attempt a one-hit successful capture. Red-circled Pokémon may sometimes just be very happy to be yours with just a simple Poké Ball; no Berry or curveball needed.

Be patient

In the catch screen, the Pokémon can get a bit restless; a Koffing may spew toxic smoke all over the place, for example. It's best to wait for the Pokémon to stop moving before throwing a Ball so that you don't miss and end up wasting an item.

Throw a curveball

Throwing a curveball can give you extra XP. When you're about to throw a Ball, spin it in a circle a few times so that you see golden sparkles before throwing it. A successful curveball catch gives you an extra 10 XP.

No-spin curveball

You can drag the Ball in a C shape or in a backwards C shape towards the Pokémon without any spin, too. This curveball won't sparkle but can help in catching Pokémon that are located further away than normal.

Switch off AR

You may find it easier to catch Pokémon with augmented reality turned off. It reduces the load for your device by removing the use of the camera. On the catching screen, tap AR in the top-right to turn it off.

Choose catches wisely

Always consider if the Pokémon you are about to catch is worth the use of combining your rarer items. Will you miss out on a rarer Pokémon nearby if the Poké Ball misses? It may just be better to run away in some cases.

FUN FACTOR ★★★★★

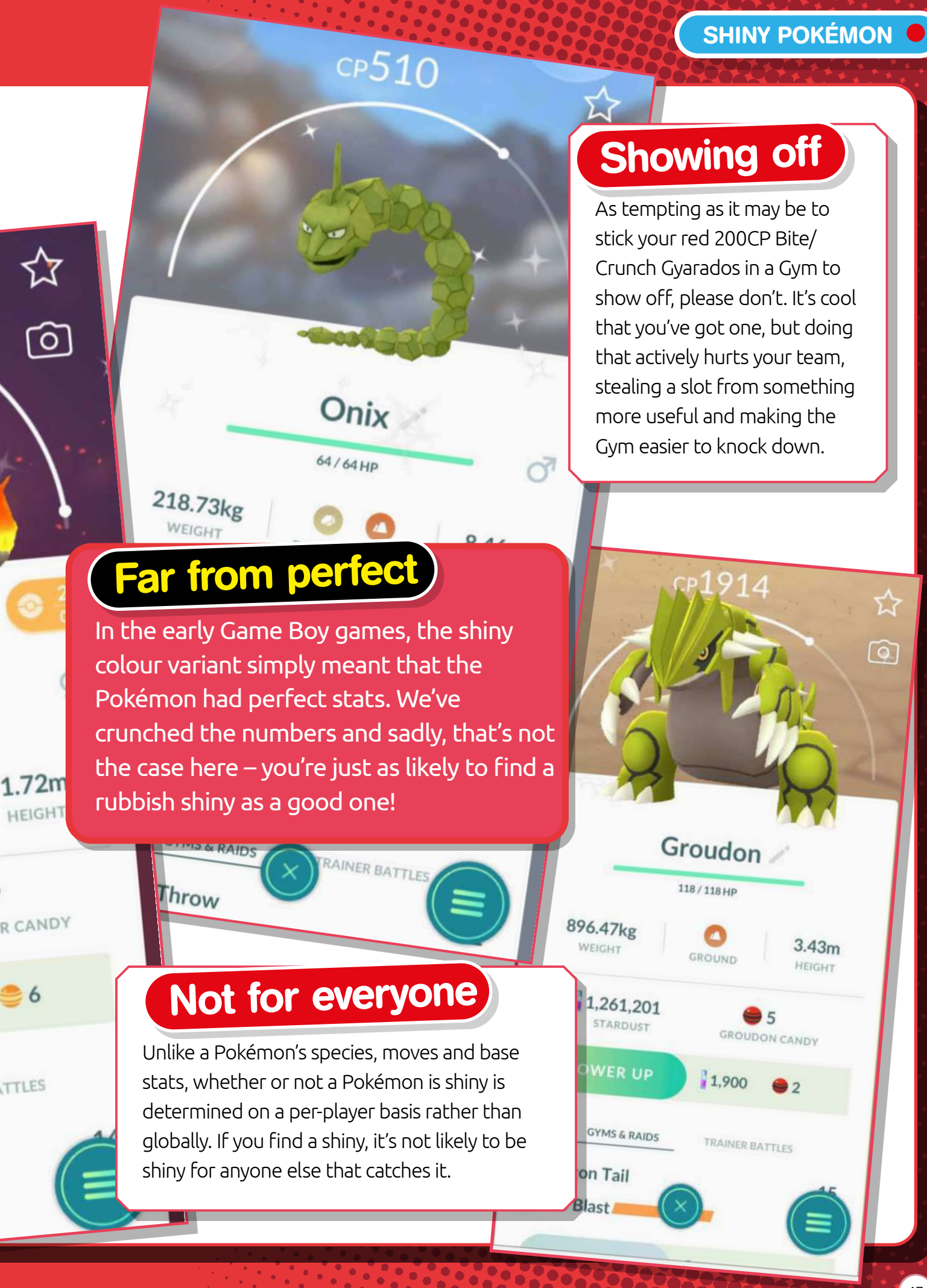
Shiny Pokémon

Can you bag a rare creature?

Stealthly released during the Water Festival event, shiny Pokémon – rare colour variants of standard creatures – are now in the wild in *Pokémon GO*. There's good news and there's bad news however. We'll drop the good first, as it's pretty big: the likelihood of finding a shiny Pokémon in the wild seems *much* higher in *GO* than in the mainline games. The bad news is that these sparkly blighters are still extremely uncommon. Originally, shiny variants were limited to just two species, Magikarp and Gyarados, but now it seems like every Pokémon has a shiny form. The odds of finding a shiny on most days is around one in 450. We say on most days because during Community Days the odds change to around one in 25. These occur every month, so check the News section of the Pokémon Go app to see when the next one is.

Shinies in disguise

The main thing to know about shinies is that they don't appear any different when they pop up on the map. It's not until you tap them that their true colours (literally) shine through, and there's a sparkle animation to let you know you've struck gold.



Showing off

As tempting as it may be to stick your red 200CP Bite/ Crunch Gyarados in a Gym to show off, please don't. It's cool that you've got one, but doing that actively hurts your team, stealing a slot from something more useful and making the Gym easier to knock down.

Far from perfect

In the early Game Boy games, the shiny colour variant simply meant that the Pokémon had perfect stats. We've crunched the numbers and sadly, that's not the case here – you're just as likely to find a rubbish shiny as a good one!

Not for everyone

Unlike a Pokémon's species, moves and base stats, whether or not a Pokémon is shiny is determined on a per-player basis rather than globally. If you find a shiny, it's not likely to be shiny for anyone else that catches it.

FUN FACTOR ★★★★★

Power up Pokémon

The next step to Gym domination is improving your Pokémon's stats

All Pokémon have a Combat Power (CP) stat and this determines how powerful it is in battles at Gyms. The higher this value is, the stronger the Pokémon.

When you first start playing *Pokémon GO* with your Trainer at Level 1, you'll notice that the Pokémon you catch have very low CP values. To strengthen your collection, you can use Candy and Stardust which are gained by getting more Pokémon. You can power them up twice per Trainer level. It's recommended that you don't just start powering them up as soon as you start.

As you level up, you'll start encountering Pokémon with higher CP and it's more efficient to save Candy and Stardust for these higher CP Pokémon than to train a Pidgey with 10 CP all the way from your first day playing. Each power-up will cost you more and more Stardust and Candy.

If you tap on the Pokémon, you'll see a semi-circle line shape above it. This shows the degree to which the Pokémon is powered, with a fully lined semi-circle meaning maximum potential has been reached – the maximum will increase as you level up, however. There are other factors that affect how strong your Pokémon will be in a Gym battle, however, including its individual values (IVs) and which moves it knows.

Mastering IVs

Individual values are what determine a Pokémon's Attack, Defense and Stamina – the three hidden stats that make up its CP for its current level. While there's no way of finding these out in-game, various online calculators can be used to help figure out which Pokémon are worth evolving and powering up and which should just be transferred. Either add good ones to your Favourites or rename them with their approximate IV percentage for easy reference.

THE CP ARC

The CP is displayed here in a semi-circular line form, to help you visually determine how strong the Pokémon is. A maxed-out Pokémon will fill up the arc, although this will grow as you level up to allow further upgrading.

CHECK THE STATS

If you're comparing the potential of Pokémon, look at HP stats and power-up costs as well as CP – one with lower CP might actually turn out better if its stats are comparable despite being a lower level.

CANDY COUNT

You'll want to watch the amount of Candy you use when powering up, in case you accidentally use so many that you can't evolve the Pokémon for a while and need to collect more, which can be frustrating.

POWER UP BUTTON

To strengthen a Pokémon, you can press this button to power them up. The further along the scale you are, the more Stardust and Candy you need, so keep an eye on things. Once you have enough Candy, consider hitting that Evolve button.

FUN FACTOR ★★★★★

Evolve your Pokémon

When and why you should evolve your Pokémon to their next stages

Evolutions are Pokémon that have permanently transformed. In the main games, Pokémon can be evolved via a variety of methods, including levelling up and using elemental stones.

Pokémon GO removes some of this complexity and uses Candy for evolution. You can evolve a Pokémon by tapping the Evolve button underneath Power Up on that Pokémon's stats screen.

Once you reach the required amount of Candy for that particular Pokémon, you are ready to evolve it and you'll receive 500 XP, plus another 500 XP if you haven't encountered this evolution before.

If you are evolving Pokémon for use in Gym battles, you are advised to figure out which Pokémon is the strongest with an 'IV calculator' and to evolve early so you can see what moves the new Pokémon gets and only use Stardust to improve it if it has the attacks you're looking for.

All Pokémon require different amounts of Candy to evolve. With a few exceptions, two-stage Pokémon require 50 Candy to evolve, while three-stage Pokémon need 25 to progress to their second forms, then another 100 to reach their final forms. Then there's Magikarp, which needs 400 Candy to evolve into Gyarados. It's worth it, though…

The Trainer levelling trick

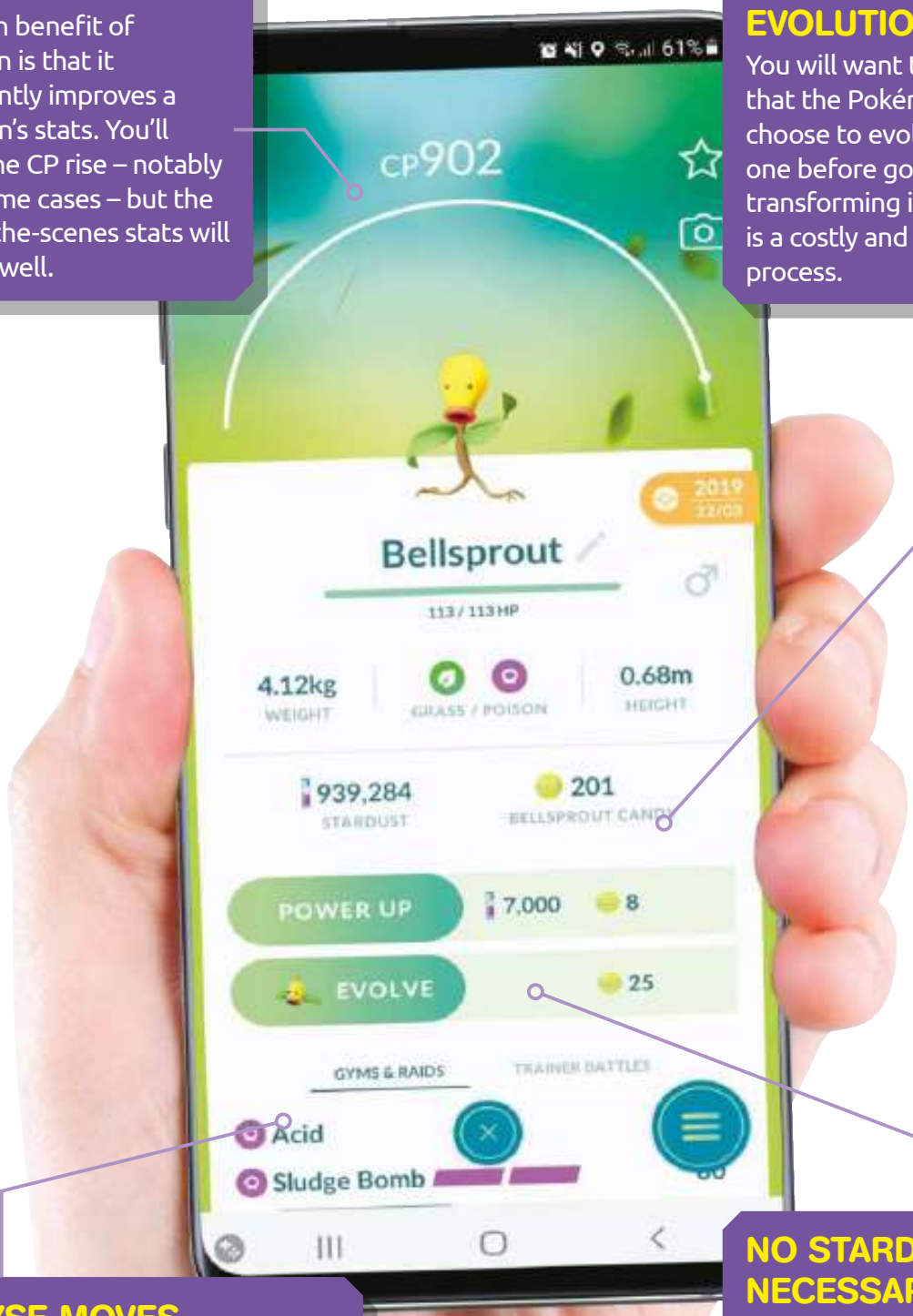
You can use evolutions to gain levels quickly to get you through the grind after Level 20. Start hoarding Pokémon that only need 12 Candy to evolve (Pidgey, Caterpie, Weedle etc) beforehand. Once you reach a good amount, use a Lucky Egg to double your XP received for the next 30 minutes and start evolving. Each evolution will net you 1,000 XP, so evolving 50 of them in total will give you the 50,000 XP needed to get from Level 20 to Level 21.

IMPROVING STATS

The main benefit of evolution is that it significantly improves a Pokémon's stats. You'll notice the CP rise – notably so, in some cases – but the behind-the-scenes stats will grow as well.

STRENGTHEN WITH EVOLUTION

You will want to make sure that the Pokémon you choose to evolve is the right one before going ahead and transforming it, as evolution is a costly and irreversible process.



ANALYSE MOVES

Scroll down to access the analysis of each Pokémon's moves. Attacks will change upon evolution and there's no way of knowing which you'll get, so evolve before powering up to avoid wasting resources.

NO STARDUST NECESSARY

Evolutions don't require Stardust. Evolving Pokémon with a Lucky Egg active is economical for trainers who want to level up quickly as it only uses Candy, so get collecting!

Mega Evolution in Pokémon GO

How to get Mega Energy and superchage your Pokémon

***Pokémon GO* Mega Evolution doesn't work exactly like it does in the main *Pokémon* games.** Just like most other aspects in the mobile game, Mega Evolution has its own *Pokémon GO* spin. Here's everything you need to know about *Pokémon GO* Mega Evolutions and Mega Energy.

What is Mega Evolution in Pokémon GO?

First seen in *Pokémon X & Y*, certain Pokémon have the power to Mega Evolve. This turns them into a more powerful version of themselves temporarily, via the use of stones.

In *Pokémon GO*, Mega Evolutions are the same at the base level; you can temporarily evolve already-strong Pokémon to make them even more formidable in battle. Rather than utilise stones however, Mega Energy is the way forward here.

You can then use the powerful Pokémon in battles, with the time remaining for the Mega form displayed on its page.

Only one Pokémon can be Mega Evolved at a time though, and you cannot Mega Evolve Clone or Shadow Pokémon. You can, however, Mega Evolve shiny Pokémon. Also, check out your Pokédex; there's a new Mega Pokédex to complete, though it won't take long for dedicated players!

How to Mega Evolve in Pokémon GO

In order to Mega Evolve, you first need to collect enough Mega Energy. With your Mega Energy acquired, head to the respective Pokémon you want to Mega Evolve. Tap on the button beneath the "Power Up" option and voila! Your Mega Energy will be spent and you'll have a Mega Evolved version of that Pokémon for a limited time.

Mega Evolutions are great for battling in raids, gyms, and against Team Rocket. You can also battle against friends with them in PvP, but you cannot enter the GO Battle League with them... yet. This might change in the future, with Mega Evolution-specific tournaments or leagues. Don't forget to set a Mega Evolution as your buddy for some great photo opportunities too.

How to get Mega Energy

While it functions in a similar way to candy, the method for how to get Mega Energy in *Pokémon GO* is somewhat different thanks to the limited pool of Pokémon you can use it on. Mega Energy is simple to obtain, you just need to co-operate with other players. Mega Energy is unique to each Pokémon — to evolve Blastoise into Mega Blastoise, you'll need Blastoise Mega Energy, for example. You also need 200 Mega Energy for each Pokémon to evolve it, which is a fair whack. To get Mega Energy, you have to defeat that specific Pokémon in a raid. Venusaur, Charizard, and Blastoise raids can be found at gyms all over the world, plus the introduction of the Pokémon GO Remote Raid Pass means you don't need to physically be at the location anymore.

Mega Raids are around the same level of difficulty as tier five raids, which means you'll

need some friends to help you out. Depending on the levels of the trainers battling, you'll need anywhere from four to eight players to guarantee you'll take the raid boss down. If you don't know people in real life to join you, there are groups online where you can schedule remote raids and invite some people to help you out. As always though, be careful when adding strangers on *Pokémon GO!*

Taking down each Mega Raid boss can reward you with anywhere from 35-55 Mega Energy, depending on how long it took you to defeat it. No matter how long you take, completing six raids for each mega evolution will net you enough candy to Mega Evolve it. You can also earn a specific Pokémon's Mega Energy via the special research task A Mega Discovery. Mega Energy will become easier to get over time as more methods are introduced, but for now the primary way is to defeat the raid bosses.

Which Pokémon can Mega Evolve in Pokémon GO?

Right now, 12 Pokémon can Mega Evolve into 13 unique Mega Evolutions. Sound confusing? That's because Charizard has two Mega Evolutions, Mega Charizard X and Mega Charizard Y. Blastoise and Venusaur are two of the others, and all of the Kanto starter Mega Evolutions can be obtained through Mega Raids.

Other Pokémon that can Mega Evolve include Gengar, Gyarados, Abomasnow, Pidgeot, Lopunny and more.

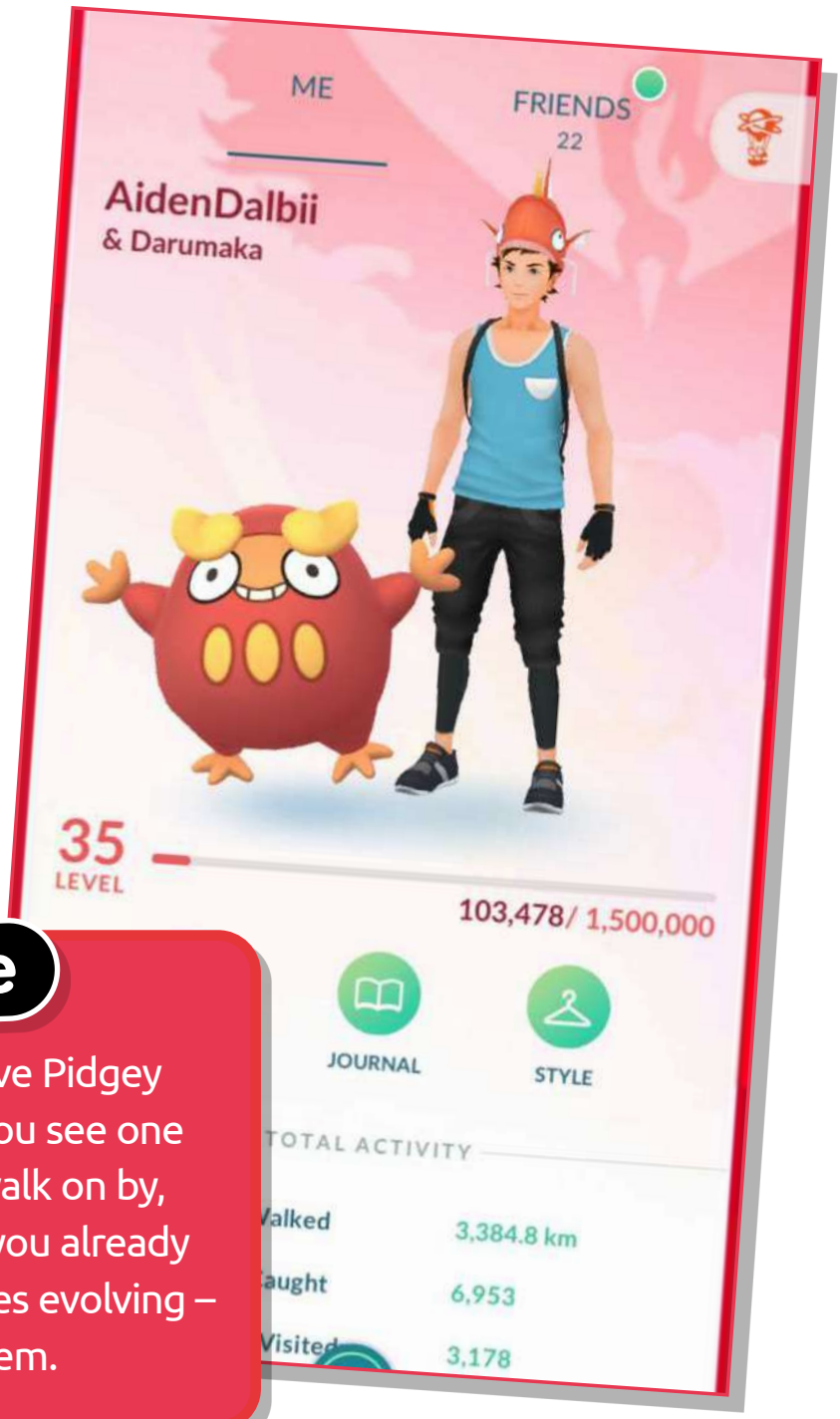
There are loads more Pokémon capable of Mega Evolving in Pokémon lore, but for the time being, these are the only ones in the game. Expect legendary beasts like Mewtwo, Groudon, Rayquaza, and Latias later down the line, along with others like Kangaskhan, Pinsir, Blaziken... there are a lot.

FUN FACTOR ★★★★★

Level up your Trainer

Gain XP and rise up in the ranks to become a Pokémon Master

Almost everything you do in *Pokémon GO*, from catching Pokémon and visiting PokéStops to hatching eggs and winning battles, will earn you experience points, or XP, which is required to level up your Trainer. Levelling up is a breeze at first, but as your level climbs, you'll need an increasing amount of XP to reach the next rank. Each level gives you free items, and you'll also be able to unlock new items at PokéStops as you progress. It isn't all plain sailing, though, as catching Pokémon is made more of a challenge as you level up, with stronger Pokémon being more likely to try and jump out of Poké Balls. It will take a fair amount of skill and determination (and walking!) to achieve the highest rank of Level 50.



Capture and evolve

So you've caught enough to evolve Pidgey into its final form, so next time you see one in the wild you may as well just walk on by, right? Nope! Catching Pokémon you already own still earns you XP, and so does evolving – so keep catching and evolving them.

Power up your Pokémon

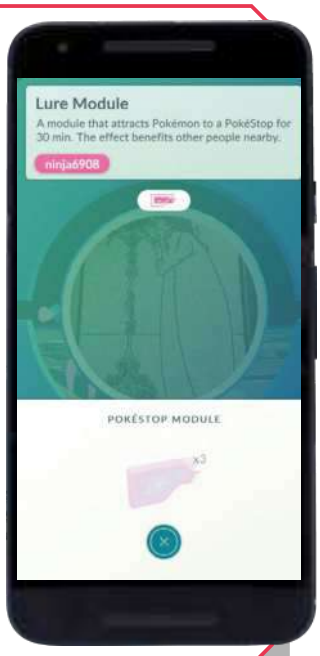
If you've been training up your Pokémon with Candy and Stardust, you may have noticed that there's a limit to how far each Pokémon's CP can rise. Never fear – when you level up, you will be able to raise your Pokémon's CP level even further.

Take on Gyms

If you're able to defeat one or more Pokémon that has been placed at a Gym, you'll earn XP, even if you don't end up winning the entire battle against the final Gym Leader. You can even battle a Gym owned by your own team for XP, too.

Obtain new items

As your level increases, you'll be able to get much more interesting items from PokéStops, including improved Poké Balls that make capturing Pokémon far easier, and new Potions that are much better at restoring the HP of your Pokémon.


Lure Module
A module that attracts Pokémon to a PokéStop for 30 min. The effect benefits other people nearby.
ninja6908
POKÉSTOP MODULE

Powerful Pokémon

Struggling to defeat Gyms? Don't let it get you down! All you have to do is keep your level rising – the higher you go, the more likely you are to find Pokémon with higher CP values, so you'll be able to form a much stronger team, and beat them.

FUN FACTOR ★★★★★

Join a nearby Gym

Prove that your team is the very best, like no team ever was

There comes a time in every Trainer's life when capturing Pokémon is no longer enough, when you'll want to start pinning some highly coveted badges to the inside of your jacket. The only way you're going to be able to do that is by claiming Gyms. You know, those towering monuments you've probably seen splashed all across the map? It's time to claim some of those.

Once you hit Level 5, Professor Willow will show up and give you the opportunity to pledge allegiance to a team: Team Instinct (yellow), Team Mystic (blue) or Team Valor (red). While the difference between them is purely cosmetic, it's worth aligning with friends to give yourself the opportunity to raid and defend Gyms together.

Your Pokémon will be relied on to help kick rival teams out, though the Prestige of the location can make that more difficult; Gyms can have multiple Pokémon assigned to defend them and the higher the Prestige, the more Pokémon you'll find inside a Gym.

There's nothing better than seeing one of your Pokémon spinning atop one of these mighty structures, a warning to any rival teams that your superior CP and skills have dominated a local area. Fighting over Gyms is a great way to gain XP, earn Coins and increase the longevity of your experience.

Earn free PokéCoins

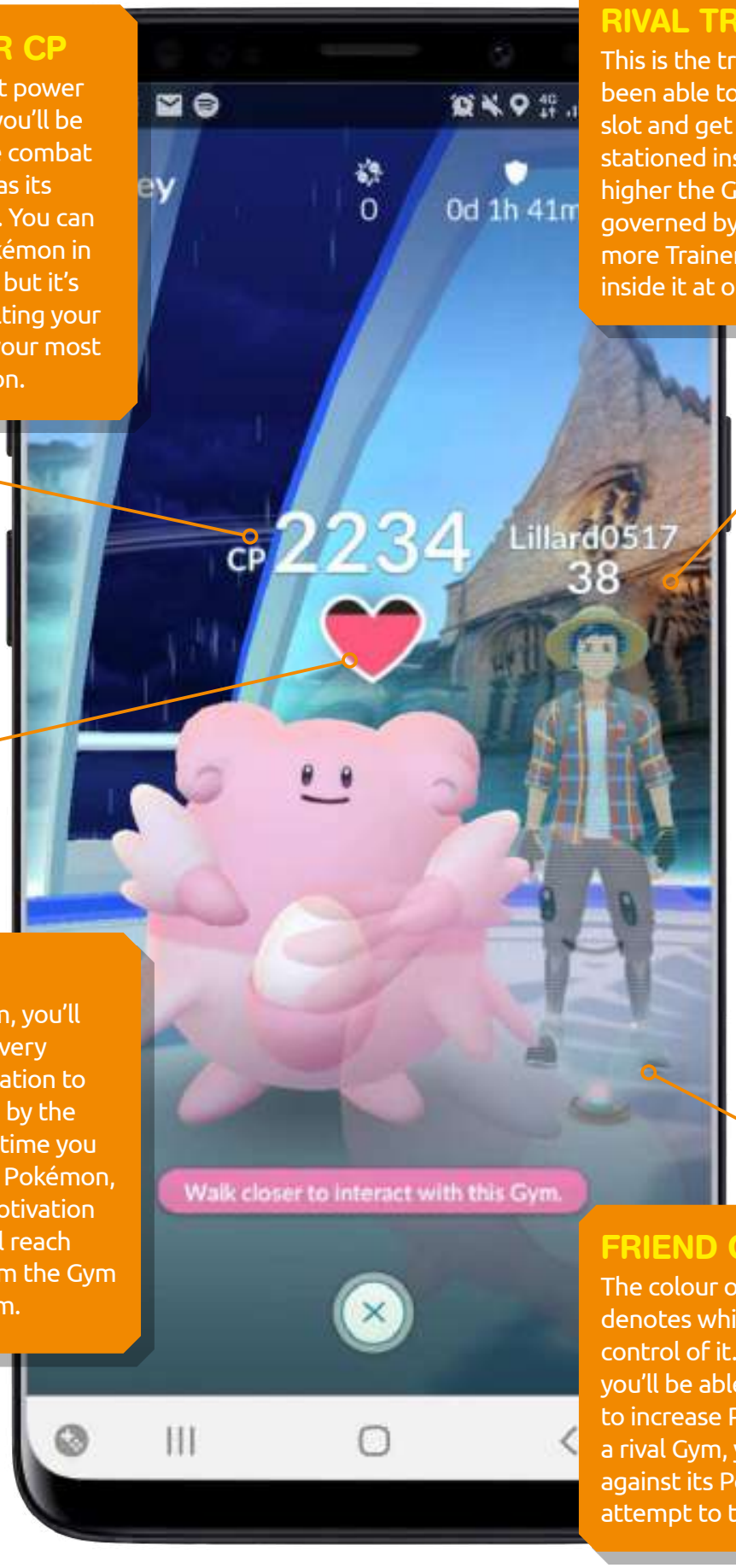
Battling a Gym's Pokémon will earn you experience – around 150XP per battle in a rival Gym and 50XP for sparring in a friendly one – though that isn't necessarily the best reward to be found. If you are able to place one of your Pokémon in a Gym to defend it, you'll be rewarded with 10 PokéCoins and 500 Stardust per Gym. These rewards can then be claimed from the Shop menu once every 21 hours, the payout based on how many Gyms you control.

CHECK YOUR CP

This is the combat power of the Pokémon you'll be battling with. The combat power will lower as its motivation drops. You can take up to six Pokémon in with you to fight, but it's well worth consulting your Pokédex to find your most powerful Pokémon.

RIVAL TRAINER

This is the trainer that has been able to win over a Gym slot and get themselves stationed inside it. The higher the Gym level – governed by Prestige – the more Trainers that can fit inside it at once.



PRESTIGE

To win over a Gym, you'll need to whittle every Pokémon's motivation to zero, as indicated by the heart icon. Every time you beat a defending Pokémon, you'll lower its motivation and when they all reach zero, you can claim the Gym for your own team.

FRIEND OR FOE?

The colour of the Gym denotes which team is in control of it. If it's friendly, you'll be able to train there to increase Prestige. At a rival Gym, you'll battle against its Pokémon in an attempt to take it over.

FUN FACTOR ★★★★★

Win Gym battles

The best ways to help your team

The basics of *Pokémon GO* are fairly simple and easy to wrap your head around; designed in such a way that it is accessible to everybody. But if you want to really become a Pokémon Master, you are going to want to start taking on Gyms and winning them over for your team. Once you've got the battle mechanics down, it's time to really dig into some of the more minute aspects of the game, such as raising your CP level and being acutely aware of Pokémon types and their various strengths and weaknesses.

Remember these tips & tricks when you face a Gym, as they should help you whittle down that all-important Prestige. Remember: for every opponent that you beat in battle, it'll reduce the Prestige considerably. Once it hits zero, you can claim it for your team. Good luck, Trainers!

High HP

Defending Pokémon have double HP to help compensate for the fact that they are managed by AI – they aren't able to use much strategy, or dodge attacks. To hold a Gym location, your best bet is to place a Pokémon with high HP, such as Blissey or Snorlax.

High CP

The higher your Combat Power, the easier it'll be for you to take down rival Pokémon – a higher CP should help ensure victory. You can usually find more powerful creatures the higher your Trainer level is, so go get exploring and evolving!

Easy PokéCoins

For every day that you hold a Gym, you'll earn yourself a nice bundle of PokéCoins – this should be incentive enough to start helping out your team. Make sure your strongest Pokémon (and/or those with the highest HP) are ready for a fight.

Super effective

While having high CP is important to winning battles, types can also turn the tide of battle in your favour. Certain elements are more effective against others, such as Water attacks against Fire types. Use this to your advantage.

FUN FACTOR ★★★★★

Enter the battle

Going toe-to-toe with rival Pokémon

Have you ever played a *Pokémon* game? You're going to need to forget pretty much everything you know. Battles are no longer turn-based, nor do they require a great deal of skill – in *Pokémon GO*, everything has been simplified for the Trainer on the move.

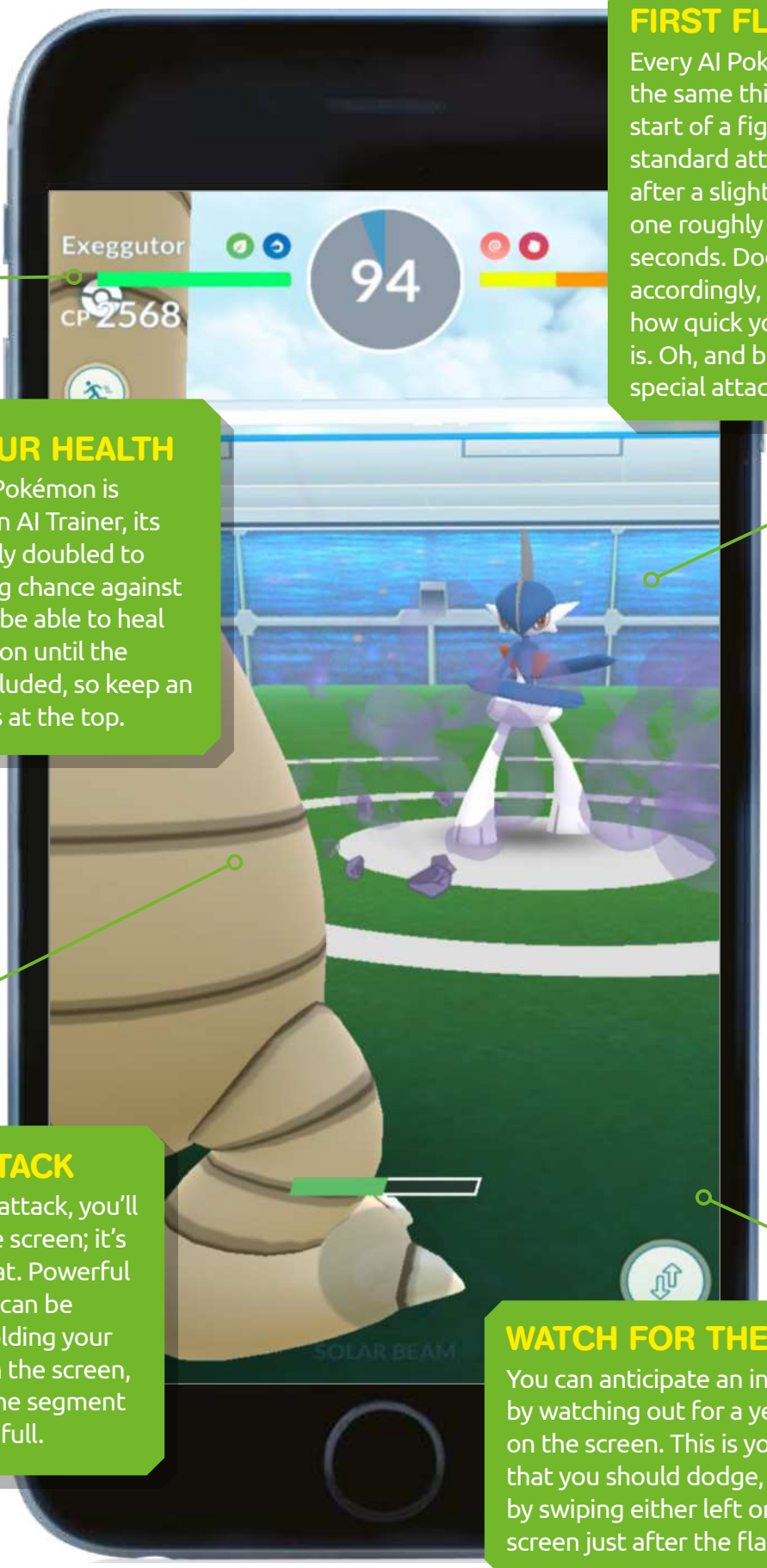
As soon as you've discovered a rival Gym, select up to six Pokémon to take into battle. While it's handy to know which moves are super effective against your enemy, you're going to want to ensure your Pokémon's Combat Power (CP) is at least comparable if you want any chance of winning the fights and taking the Gym for yourself.

You can also help friendly Gym in an effort to keep it going. When viewing a Gym, there will be a meter above each Pokémon indicating its CP and when this reach zero, that Pokémon will leave the Gym. To keep a Pokémon defending the Gym you will need to feed it Berries. When passing a Gym owned by your team, make sure to tap it and see if any Pokémon need Berries.

Battling in Gyms is simple, but it's likely to become one of the reasons to keep playing once you've caught 'em all. Once you've gotten the basics down, it's just a matter of increasing your Pokémon's CP and getting your tapping and swiping skills down.

Move quickly to win

It's possible for multiple Trainers to fight over a single Gym at once, even if you're from rival teams. That means you not only need to act fast to claim a slot for your own, but you may want to keep your most powerful Pokémon out of the battle – that way you don't need to waste time healing them up and can get them inside, defending, quickly. If you do use your powerful Pokémon, make sure you are stocked up on Revives to bring them back from fainting.



FIRST FLURRY

Every AI Pokémon does the same thing at the start of a fight – two quick standard attacks, another after a slight delay then one roughly every few seconds. Dodge and counter accordingly, depending on how quick your basic attack is. Oh, and be sure to dodge special attacks, too!

WATCH YOUR HEALTH

As the enemy Pokémon is controlled by an AI Trainer, its health is actually doubled to give it a fighting chance against you. You won't be able to heal up your Pokémon until the battle has concluded, so keep an eye on the bars at the top.

TAP TO ATTACK

For a standard attack, you'll want to tap the screen; it's as simple as that. Powerful special attacks can be activated by holding your finger down on the screen, once at least one segment of the meter is full.

WATCH FOR THE FLASH

You can anticipate an incoming attack by watching out for a yellow flash on the screen. This is your indication that you should dodge, performed by swiping either left or right on the screen just after the flash.

FUN FACTOR ★★★★★

Add friends and send gifts

Playing with friends can earn you both rewards

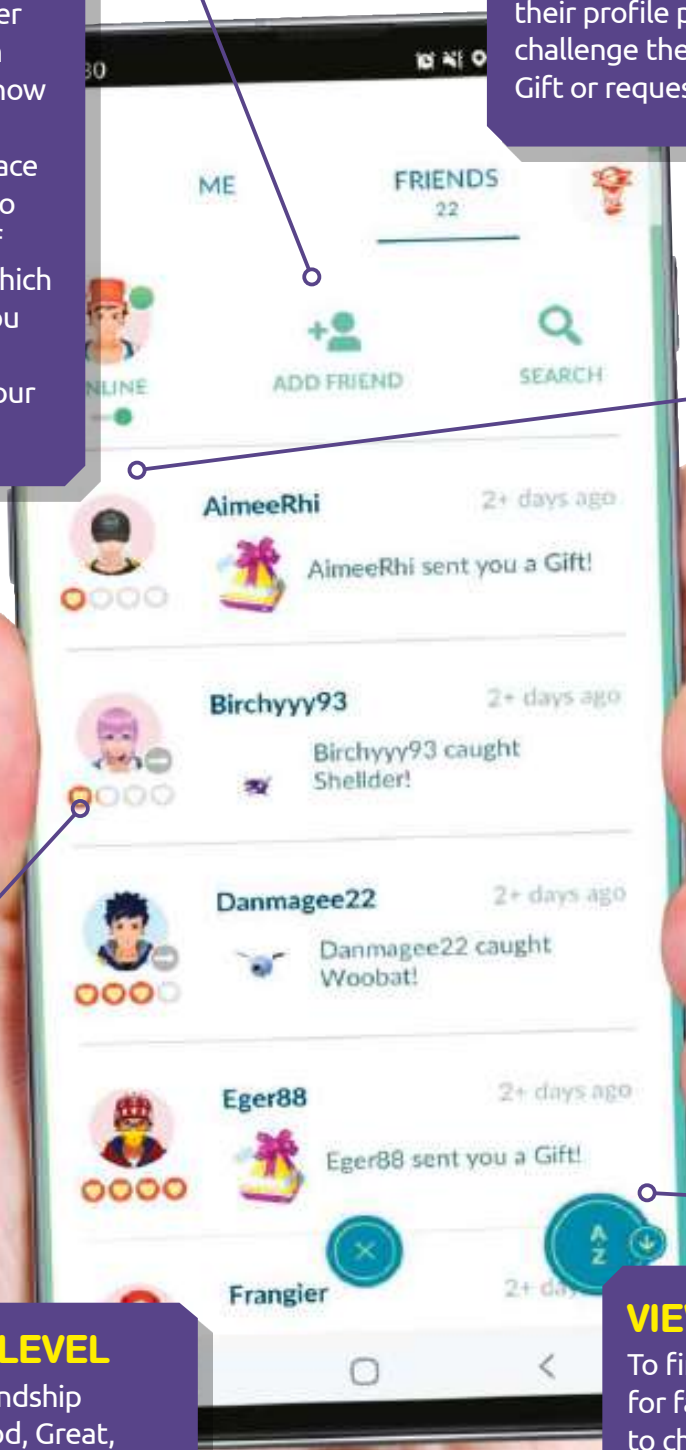
To use some of *Pokémon GO*'s key features, such as trading and battling, you will need to have people on your Friends List. Interacting with friends can also provide additional perks in events like Raids. To add a friend, you need to go to your Trainer section, and hit the Friends tab. From here, tap the "Add Friend" button to bring up your own Trainer Code. Share this with anyone you want to buddy up with in *Pokémon GO*, or grab the 12-digit Trainer Code number of any of your pals that play *Pokémon GO* and add them to your game. When someone adds you to their Friends List, you'll get a notification within the Friends tab. You can then just accept – or reject – that request to become *Pokémon GO* friends. Once you have a friend, you can start sending them Gifts. These contain a variety of items such as Poké Balls, Stardust and sometimes Pokémon Eggs. You can hold up to 20 Gifts at a time and send each of your friends one per day. You cannot send a friend another Gift until they've opened the previous one. Every time you send a Gift to a friend, your Friendship Level will increase and with each new level you will receive different bonuses when trading or raiding with that person.

ADD A FRIEND

Here you can view your 12-digit Trainer code to share with others, or if you know another person's code, there is a space to enter it. You also have the option of using QR codes, which can be faster as you only need to scan their code using your device's camera.

VIEW PROFILE

Tap on a player and you will be taken to their profile page. From there you can challenge them to a battle, send them a Gift or request to trade Pokémon.



FRIENDSHIP LEVEL

There are five Friendship Levels: Friend, Good, Great, Ultra and Best. You can level up by sending Gifts, Trading and battling with that player.

VIEW BY

To find the friend you're looking for faster, you can tap this icon to change how your friends are listed. You can view them by name, friendship level or have those who have sent gifts at the top of the list.

FUN FACTOR ★★★★★

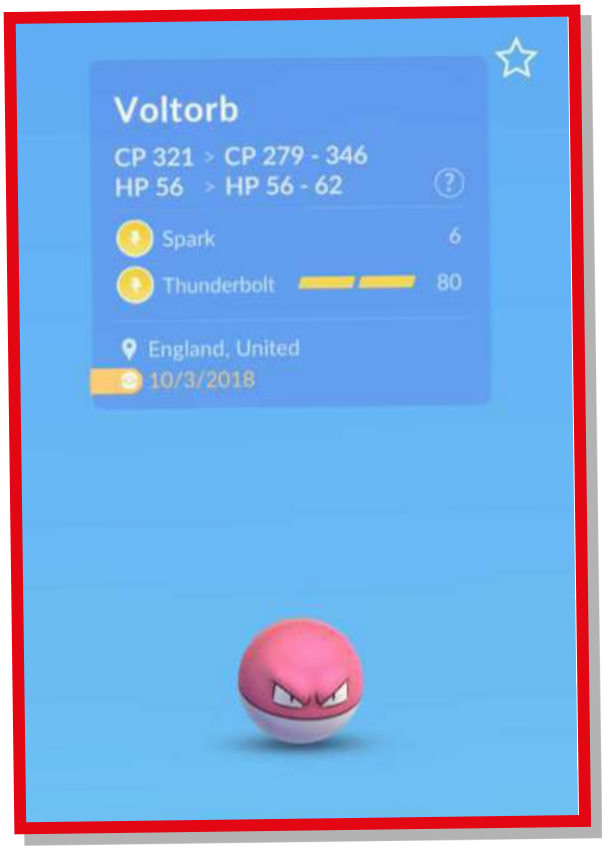
Trading Pokémon

Who you can trade with, how do you trade and what are the costs?

It took a while for Niantic to introduce trading to *Pokémon GO*, despite it being a staple mechanic of the main series. Nevertheless, you can trade Pokémon, and we've got the lowdown on how it works.

There's a variety of restrictions and criteria involved, which makes it quite a complex process. Firstly, you need to fulfil the *Pokémon GO* trading criteria:

- **Be level 10 or above**
- **Be friends on *Pokémon GO* with the person you're trading with**
- **Be within 100 metres of them in real life**



When you've fulfilled all three criteria, simply select the correct friend and tap on Trade. You can choose a Pokémon to trade with them, while they'll send one back.

As long as you've been friends with someone for a day, and have exchanged one gift, you can trade Pokémon with them. When you know what you want to trade and who you want to trade with, make sure you're physically next to each other (within 100m). Next, head to the Friends tab within *Pokémon GO* and select the player you want to trade with.

Hit the trade button in the right-hand corner and get your friend to do the same. When you've connected, pull up the

STANDARD TRADES

Good Friend: 100

Ultra Friend: 8

SHINY OR LEGENDARY (CAUGHT)

Good Friend: 20,000

Ultra Friend: 1,600

SHINY OR LEGENDARY (UNCAUGHT)

Good Friend: 1,000,000

Pokémon you want to trade and you'll be informed of the cost, but also the CP range the Pokémon will hit when it is traded.

The range is affected by your Trainer Level, the level of the receiving trainer and also your friendship level. There are two types of trades you can do with a friend: Standard trades, and Special trades. Standard trades include regional Pokémon, different forms of Pokémon already in your Pokédex (such as Unowns, Alolan or Castform varients), and any Pokémon you don't have in your Pokédex that aren't Legendaries or shinies.

Special Trades are reserved for Legendary Pokémon like Articuno or Zapdos, and Shiny Pokémon. You can't trade Mythical Pokémon - aka Mewtwo and Mew - they have to be earned we're afraid.

FUN FACTOR ★★★★★

Trainer battles

Fighting with friends can earn you both rewards

For the longest time PvP (player vs player) battles was the most-requested feature in *Pokémon Go*, but it's here now so you can fight your friends to see who has more powerful Pokémon. In order to participate in Trainer Battles, you must first be level ten or above. If you've never tried a PvP battle, you can practise against AI by tapping the Nearby section found in the bottom-right corner of the main screen and then going to Battle. Unlike Raids or Gym Battles, when you take part in Trainer Battles, the Pokémon are returned at full health.

Your PvP party will be made of three Pokémon and battles work by tapping the screen for fast attacks and these build your charged attack. When a charged attack is activated, the opposing player has the option of using one of their two Protection Shields that will cancel any damage from the attack. Before battling you can choose between three leagues. Each with their own CP limit so the battles are more competitive; Great has a 1500 CP limit, Ultra has a 2500 CP limit and Master has no CP limit.

Rewards

Both trainers in the Player vs Player battles earn a reward when the match is over. You can get Stardust, Rare Candy and even a Sinnoh Stone when the match is over but these are only awarded once a day when fighting an AI and up to three times a day when battling another player.

PROTECTION SHIELD

Use these carefully as you only get two for the whole battle. When your opponent makes a Charged Attack you will have five seconds to decide if you want to use a shield and doing so will negate any damage from the incoming attack.

REMAINING POKÉMON

This shows how many Pokémon you have left in the fight. A dark PokéBall means that the Pokémon is knocked out. You can change out your current Pokémon using the icon in the bottom-right corner.

HEALTH

Keep an eye on both of these bars as you can lose track of your Pokémon's health focusing too much on the opponent. Any damage dealt is shown in orange so you see how strong or weak your attacks are.

CHARGE ATTACK

When your attack is fully charged, tap this icon to activate a Charged Attack. For a brief period of time, more attack icons will appear on the screen and you must swipe your finger across them to make the attack more powerful. Each type of Pokémon has a different pattern.

FUN FACTOR ★★★★★

Enter a Raid

Team up with friends to fight and capture legendary Pokémon

Raids are found at Gyms, which are the much taller PokéStops you'll see in towns and cities. No matter which team has control of a Gym, anyone can partake in a raid when it appears. You will see an egg accompanied by a timer, counting down from one hour, so players have enough preparation time to get players together to take it down.

Tapping on the egg icon in the corner, while looking at the Gym, will reveal how difficult it is. The amount of monster faces above the egg represents the level of the gym. To do the Raid, you simply have to be at the respective gym within the 45 minutes after the egg hatches. As long as you have a Raid Pass - which is given out for free once per day at your first Gym PokéStop spin of the day - you can have a shot at taking down the raid boss. If you want to do more than one raid per day, you can pick up Premium Raid Passes from the in-game store for 100 coins apiece.

If you see a level five raid but you don't have at least a few other players to tackle it with, forget it. Solo players can stick to level one and two raids reliably, as these raid bosses will rarely put up much of a fight. They have low health and as long as you've surpassed around level 20, you'll be able to defeat them with ease by yourself.

Catching Raid Bosses

When you've finally defeated the raid boss, you'll be thrown into the familiar catching screen like with any other wild Pokémon. The only difference is that you can't use your Ultra Balls to increase your chances; you're limited to a number of Premier Balls. The main trick to catching raid bosses is to use Golden Razz Berries, since these significantly decrease the chance of the Pokémon escaping. Since the movement of raid bosses can often be erratic, you may be tempted to use Nanab Berries, but this isn't advised because the Pokémon will likely just escape when you get it in the ball.

ESCAPE

At any time, you can leave the Raid to revive or heal your Pokémon and then rejoin to carry on the battle. This doesn't require another Raid Pass.

GROUP CODE

You can join a Raid and be grouped with nearby players or you can join a Private lobby. Each private lobby has a three-digit code so only friends join.

DIFFERENT TEAMS

You don't need to be in the same Team to participate in the Raids together but you do earn more Premier Balls depending on how much your Team contributed.

RECOMMENDED POKÉMON

The game will automatically recommend your six Pokémon with the highest CP but you can tap on any of these to switch them out.

Adapt and overcome

Once you know your strengths and weaknesses, you'll have the knowledge to overcome any battle!

Pokémon come in all sorts of shapes and sizes, but perhaps the most important aspect about them is their type. There are 18 types in the game, each with their own strengths and weaknesses, and knowing how to give yourself a 'type advantage' is crucial to success in Pokémon battling.

Some matchups are pretty self-explanatory and intuitive; for example, a Fire-type Pokémon like Charmander is going to have trouble against a Water-type Squirtle. Other type matchups are odd leaps of logic that require you to memorise them – for example, Psychic attacks work wonders against Poison-type Pokémon. Why? Beats us!

It's also important to know that some Pokemon can have two types - which can be both an incredible boon and an Achilles heel. For instance, a Pelipper is a Water/Flying Pokémon; both Water and Flying are weak to Electric moves, so imagine what could happen when it faces down a Pikachu's Thunderbolt attack? Sheer devastation for poor old Pelipper, that's what!

Some Pokémon have extreme defensive advantages against others, too. Ground and Rock types like Geodude are immune to Electric attacks, for example. So mastering these defensive strategies will give you an edge when attacking or defending a Gym.

Playing mind games

Just because a Pokémon is of a certain elemental type doesn't mean that its moveset has to follow that trend. Sometimes it might come with a move that has a different type to that of the host creature, or you can use TMs to help teach them something different. A Ground-type Groudon will stand against its Water-type nemesis Kyogre a lot better with a Solarbeam, for example. Sometimes you can use this tactic to bait and switch your opponent: try luring them to get a Pokémon out that has a type advantage to yours and then you can hit them with a surprise attack!

VUNERABLE TO...
TYPE
ADVANTAGE AGAINST...
FIRE FLYING ROCK
BUG
DARK GRASS PSYCHIC
BUG FAIRY FIGHTING
DARK
GHOST PSYCHIC
DRAGON FAIRY ICE
DRAGON
DRAGON
GROUND
ELECTRIC
FLYING WATER
POISON STEEL
FAIRY
DARK DRAGON FIGHTING
FAIRY FLYING PSYCHIC
FIGHTING
ICE DARK NORMAL ROCK STEEL
GROUND ROCK WATER
FIRE
BUG GRASS ICE STEEL
ELECTRIC ICE ROCK
FLYING
FIGHTING BUG GRASS
DARK GHOST
GHOST
GHOST PSYCHIC
BUG FIRE FLYING ICE POISON
GRASS
ROCK GROUND WATER
GRASS ICE WATER
GROUND
ELECTRIC FIRE POISON ROCK STEEL
FIGHTING FIRE ROCK STEEL
ICE
DRAGON FLYING GRASS GROUND
FIGHTING
NORMAL
GROUND PSYCHIC
POISON
FAIRY GRASS
BUG DARK GHOST
PSYCHIC
FIGHTING POISON
FIGHTING GRASS GROUND STEEL WATER
ROCK
BUG FIRE FLYING ICE
FIGHTING FIRE GROUND
STEEL
FAIRY ICE ROCK
ELECTRIC GRASS
WATER
FIRE ROCK GROUND

FUN FACTOR ★★★★★

Field and Special Research

Earn rewards by completing tasks

RESEARCH PROGRESS

If you complete a Field Research task you will earn a stamp for that day. Collect seven stamps and you will earn a Research Breakthrough.

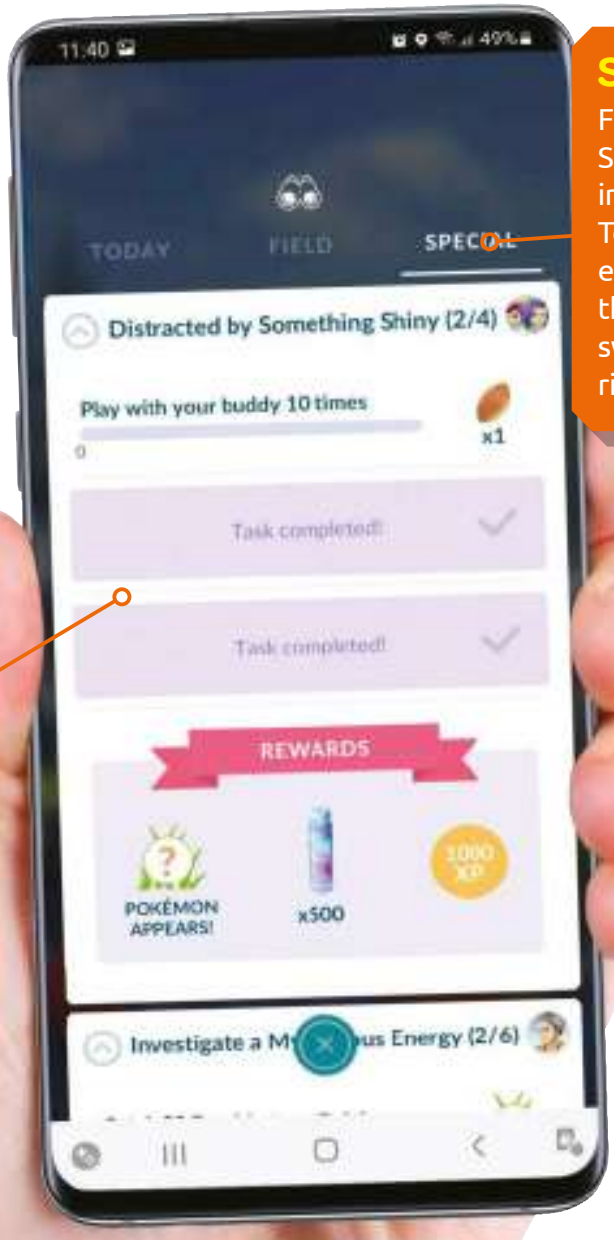
GET MORE RESEARCH

You can hold up to three Field Research tasks at any time. To find new tasks, go to and spin a Pokéstop. You can get one task per PokéStop per day and if you have any that you don't want to complete, you can remove it using the Bin icon.

REWARDS

You can earn Stardust, Berries, Healing Items, Rare Candy, Pokémon encounters and more by completing tasks. When you complete a task it will be highlighted in orange and then you can tap it to receive your reward.

If you're new to the world of *Pokémon GO*, Field Research is essentially a quest. The tasks you're set can range from things like "Catch 10 Pokémon" - which is clearly very easy - to "Make 3 Excellent throws in a row", which is much more difficult. The rewards you earn from completing these vary from one task to another. To obtain Field Research in *Pokémon GO*, you simply have to spin a PokéStop. You can hold up to three Field Research tasks at any one time, and to earn the Research Breakthrough, you need to complete seven Field Research tasks. You can only progress through the Research Breakthrough once per day though, so to maximise your efforts, you should only be redeeming the reward for one Field Research task per day. Special Research are one-time quests tasking you with complete multiple tasks. These have better rewards such as Mythical Pokémon. You will get your first Special Research when you reach level five.



SWITCH TABS
Field Research and Special Research are split into two separate menus. To switch between them, either tap on the tab at the top of the screen or swipe the screen left or right with one finger.

PROGRESS
Some tasks only require you to do one thing, while others need you to do the same thing multiple times. Field Research can be picked up at any PokéStop and each stop changes its task at regular intervals - so you can visit the same PokéStop on different days and receive different tasks.

FUN FACTOR ★★★★★

Team GO Rocket

Find and defeat the gang with these tips

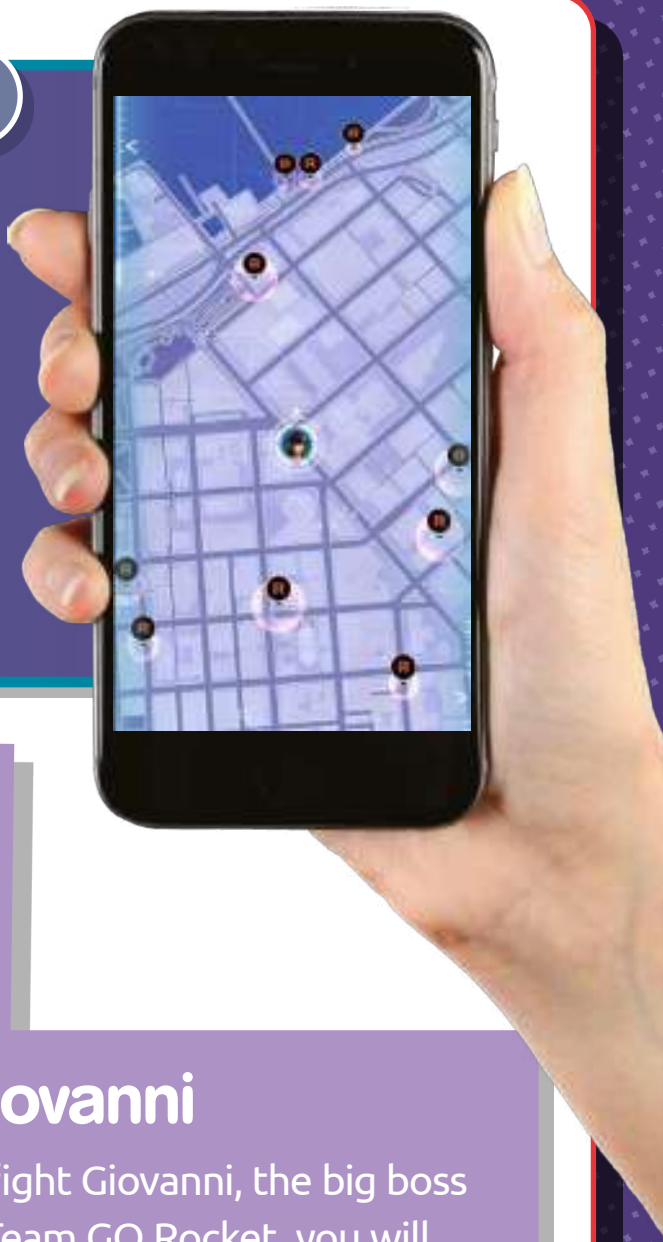
Team GO Rocket have made their mark by invading PokéStops everywhere. They're effectively holding stops for ransom, requiring you fight them to drive them out. Beat them and you'll claim the PokéStop, some rewards and a Pokémon GO Shadow Pokémon to rescue. If you've yet to encounter this Team GO Rocket invasion then here's everything you need to know about what's going on and how to deal with it. The first thing you need to know is how to find Team GO Rocket. Essentially, they're invading PokéStops all around the world, but they're not particularly easy to find. On the map, look for any PokéStop that appears to be shaking or trembling, with a slightly darker shade of blue. You can spot them from afar, and when you get close enough to spin the stop, a Team GO Rocket Grunt will appear and confront you. Battle and defeat the Grunt, and you'll be given some Premier Balls - similar to how a raid works - in order to catch a Shadow Pokémon they've left behind. Shadow Pokémon are corrupted versions of normal Pokémon that have the charge move Frustration, and significantly lower CP than usual. Above the option to evolve it and teach it a new move, Purify will be available. The cost for this is different depending on the Pokémon, but it usually only costs a few thousand Stardust and a couple of Candy. Purifying shadow Pokémon means that the resulting CP will be considerably higher, but of course they lose the cool purple smoke and red eyes.

How to Battle

Just like in Gym Battles and Raids, to attack you simply tap the screen to perform a fast attack and this builds your charge attack. When you tap on the charge attack icon, a series of attack icons will appear on screen that you must swipe. The more icons you swipe, the stronger the attack.

Mysterious Components

Team GO Rocket Grunts may drop Mysterious Components when defeated. By collecting six of these, you can create a Rocket Radar that can be used to locate the Team GO Rocket Leaders. The Leader battles work the same as Grunt Battles, but with more powerful Pokémon and they use shields to block charged attacks.



Giovanni

To fight Giovanni, the big boss of Team GO Rocket, you will need to complete the Special Research 'Looming in the Shadows.' This task requires you to beat a number of Team Go Rocket Grunts and Leaders before battling the boss himself. Giovanni will be the toughest battle you've faced in the game so make sure you have your best Pokémon ready.

Shadow Pokémon

Find out how to find, catch and purify Shadow Pokémon in *Pokémon GO*

Imagine you're a Pokémon happily minding your own business and doing pocket monster things, when Team GO Rocket snatches you up. Then, using some crazy technique, they force you to obey their every evil whim. Now stop imagining, because that's exactly what's been going on in *Pokémon GO* since Team GO Rocket invaded the game. Fortunately, we know everything there is to know about Shadow Pokémon in *Pokémon GO*. How to find Team GO Rocket Members, how to catch Shadow Pokémon, how to purify them and what purifying does to the Pokémon will all be

What exactly are Shadow Pokémon in Pokémon Go?

A mechanic originally introduced in *Pokémon Colosseum*, Shadow Pokémon are Pokémon who have been corrupted to be forced into criminal endeavors. It's not hard to tell them apart from their normal counterparts as they have a purple aura around them and completely red eyes. They are in constant pain and need Pokémon trainers to rescue them and Purify them.

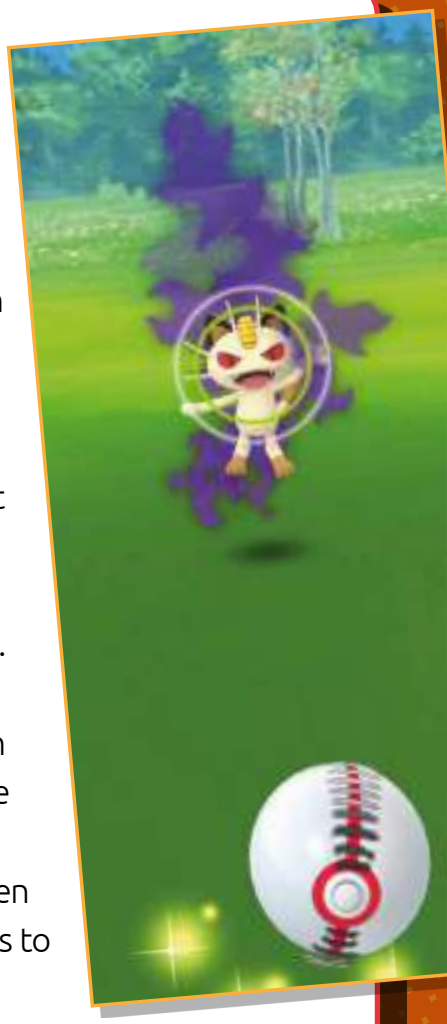
How can you capture Shadow Pokémon in Pokémon Go?

You can only capture Shadow Pokémon by defeating Team GO Rocket in battle first. Once you've found a Team GO Rocket Pokéstop or a Team GO Rocket hot air balloon, you'll have to defeat a team of three shadow Pokémon, usually of the same type, with your own team of three. Once beaten, you will be able to attempt to catch a single Shadow Pokémon in the same way you would catch a Pokémon after a raid.

You'll receive a set number of Premier Balls for defeating Team GO Rocket with no fainted Pokémon and less if you lose some in battle, though that number can also be boosted with continuing success against Team GO Rocket.

Purifying Shadow Pokémon

While you can keep Shadow Pokémon the way they are, you can also purify them. Purifying boosts a Pokémon's stats and makes it easier to power them up. There are also achievements for purifying lots of Shadow Pokémon, as well as research rewards for doing so. All it takes to purify a shadow Pokémon is Stardust and Candy. The amount of Stardust and Candy varies depending on the rarity of the Pokémon, and given that Stardust is one of the most necessary items in *Pokémon GO*, you might be selective about which Shadow Pokémon you Purify. In general, the cost of purification is dependent on walking distance. If a Pokémon earns a Candy per kilometer, it will cost 1,000 Stardust and one Candy to purify. If it is a Starter, or requires 3 or 5 KM to earn a Candy, it will cost 3,000 Stardust and three Candy. If it requires 10 KM to earn a Candy, it will cost 5,000 Stardust and five Candy. Legendary Pokémon are the most expensive to purify, at a whopping 20,000 Stardust and 20 Candy. Once you've decided on a Shadow Pokémon to Purify, you'll find the option along with its cost in the profile screen right above the options to power up or evolve.



Purified Pokémon get an immediate increase to level 25 and boosted IV values, as well as a special charge move called Return, so there's certainly an excellent reason to Purify some of the rarer ones.

Keeping Shadow Pokémon

After being purified, these Pokémon will have incredible attack power in exchange for lowered defenses. This makes them excellent 'glass cannons'. There are some Raids in which these Shadow Pokémon are the absolute best counters. However, the trade off is that they are extremely expensive to power up and they faint fast, meaning you'll need a lot more Revives and Potions to keep bringing them into battle.

FUN FACTOR ★★★☆☆

Select a Buddy

See how you can choose a Buddy and what rewards you can earn

A Buddy is more than just a Pokémon that stands by your side when viewing your profile. As you walk, your Buddy will collect Candy that can be used to power up and evolve. To pick a Buddy, tap on your trainer icon in the bottom-left corner and then select the Buddy icon followed by the switch icon in the bottom-right. You can select any Pokémon that you have caught to be your Buddy. Regular Pokémon earn Candy at different distances such as 1km, 3km and 5km while Legendaries always earn candies every 20km. Earning Candies with your Buddy was simplified with the addition of the Adventure Sync feature. With this turned on, you won't need to worry about opening the app when you go out as your mobile device will track any walking and add the distance when you next log into the game.

Walk to evolve

Some Pokémon have distance requirements as well as needing Candy before they can evolve. To evolve a Freebas into a Milotic for example, you need to walk 20km with the Pokémon as your Buddy. If you want to evolve an Eevee into an Umbreon or Espeon then you must walk 10km before evolving it. You can see any requirements by viewing the Pokémon's stats.

Be careful of switching

Be aware that when you change your Buddy, that Pokémon will lose all of its walking information as well as the progress to its next Candy. Any time you switch Buddy, that new Pokémon will start from zero even if you've walked with it before.

Who to pick?

Any Pokémon can be your Buddy but make sure you pick one that needs the Candy. If your Buddy can't be powered-up or evolve, then earning the Candy is pretty pointless. We recommend picking a Pokémon that only needs a few Candies to evolve.

Buddy Adventure

Under your Pokémon will be a list of activities and by doing these you will grow the friendship level with your Buddy. There are four friendship levels, each with their own perks such as assists when catching Pokémon and items. If you get to the Best Buddy level, it will receive a CP boost, making it stronger in battles.

Adventure Sync

Turn this feature on as soon as you can because without it you must have your mobile device on and Pokémon Go open at all times to collect Candy, and this can eat up a lot of your battery life. To enable Adventure Sync, tap the Pokéball icon and then select Settings.

FUN FACTOR ★★★★★

Eevee evolutions

There are plenty of ways to evolve Eevee and we'll tell you all of them

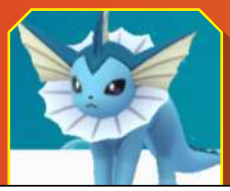
In *Pokémon GO*, the cute and cuddly Eevee is one of the most unique Pokémon – not just because of all its different evolutions, but the method of evolving to achieve those must-have forms, too.

There's a number of nicknames you can utilise to get each of the Eeveelutions for the first time, and then after that, evolving Eevee in *Pokémon GO* is either a case of crossing your fingers or employing some vastly different methods to other Pokémon in the game. Here's all you need to know about the *Pokémon GO* Eevee evolution nicknames and other ways of obtaining Flareon, Jolteon, Vaporeon, Umbreon, Espeon, Glaceon and Leafeon.

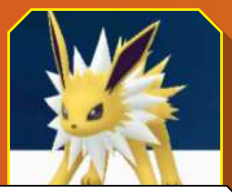
> "Eevee is one of the most unique Pokémon, not just becuase of all its evolutions, but the method of evolving too"

Evolution nicknames

First up is each of the Eevee nicknames you can use in *Pokémon GO*. There are currently seven Eevee evolutions in the game and in order to guarantee that you'll get one of them, you can use a nickname. Simply rename your Eevee to the names listed below in order to secure the evolution when you use 25 Candy. However, you can't use the name again – so how do you guarantee which Eevee evolution you'll get after you've done this?



Vaporeon: **Rainer**

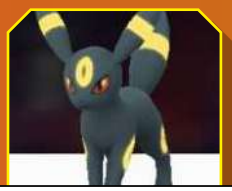


Jolteon: **Sparky**

Flareon: **Pyro**

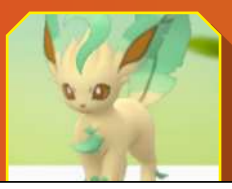
For the original three Eeveelutions, it's bad news. There's no way of guaranteeing any of these three, which means you have to keep catching Eevees and evolving them until you get the one you want.

Espeon: **Sakura**

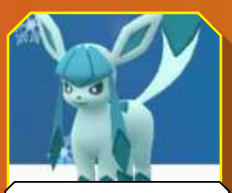


Umbreon: **Tamao**

Add Eevee as your buddy and walk for 10km. When you evolve that Eevee, it will turn into Espeon if you do it during the day, or Umbreon during the night.



Leafeon: **Linnea**



Glaceon: **Rea**

Leafeon and Glaceon are obtained with two items. If you've used the two nicknames, you can get the Pokémon you want by heading to a Pokéstop and applying a Mossy Lure for Leafeon, or a Glacial Lure for Glaceon. These can be purchased from the in-game store for 200 coins each.

FUN FACTOR ★★★☆☆

How to catch a Spinda

Where to find the Pokémon and how to catch it

You can't find a Spinda in the wild, and you won't find one hatching out of an egg, either. So how do you get this elusive creature in *Pokémon GO*? If your goal is to complete your Pokédex then you're going to need to follow our guide.

To catch a Spinda in *Pokémon GO*, you need to find the right Field Research Task from a PokéStop. Spinda is the reward for completing the "Make 5 Great Curveball Throws in a row" task. In your tasks menu, you will see this exact sentence and next to it will be the circle with a question mark in it and grass behind. This indicates a Pokémon encounter reward. Do five great curveball throws in a row and you'll be able to start the Spinda encounter. This isn't easy, so it may take a while to complete.

For a perfect curveball in *Pokémon GO*, spin the Poké Ball in small circles in the centre of your screen until stars and sparkles start to appear around it. Depending on the way you spin the Poké Ball, you want to toss it in the opposite direction. If you've been spinning it left, throw it to the right-hand side of the screen and the curveball will recentre it, and vice versa. While you'll only get an extra 10XP for using curveballs, you do have a better chance of catching Pokémon so it's best to use them as your standard method, and especially in legendary or shiny catch situations.

Remember that research rewards mean that the Pokémon can't flee - that would just be unfair - so take the time to throw your Spinda a Pinap Berry if you want to earn three extra candy. Don't waste your Golden Razz Berries here.

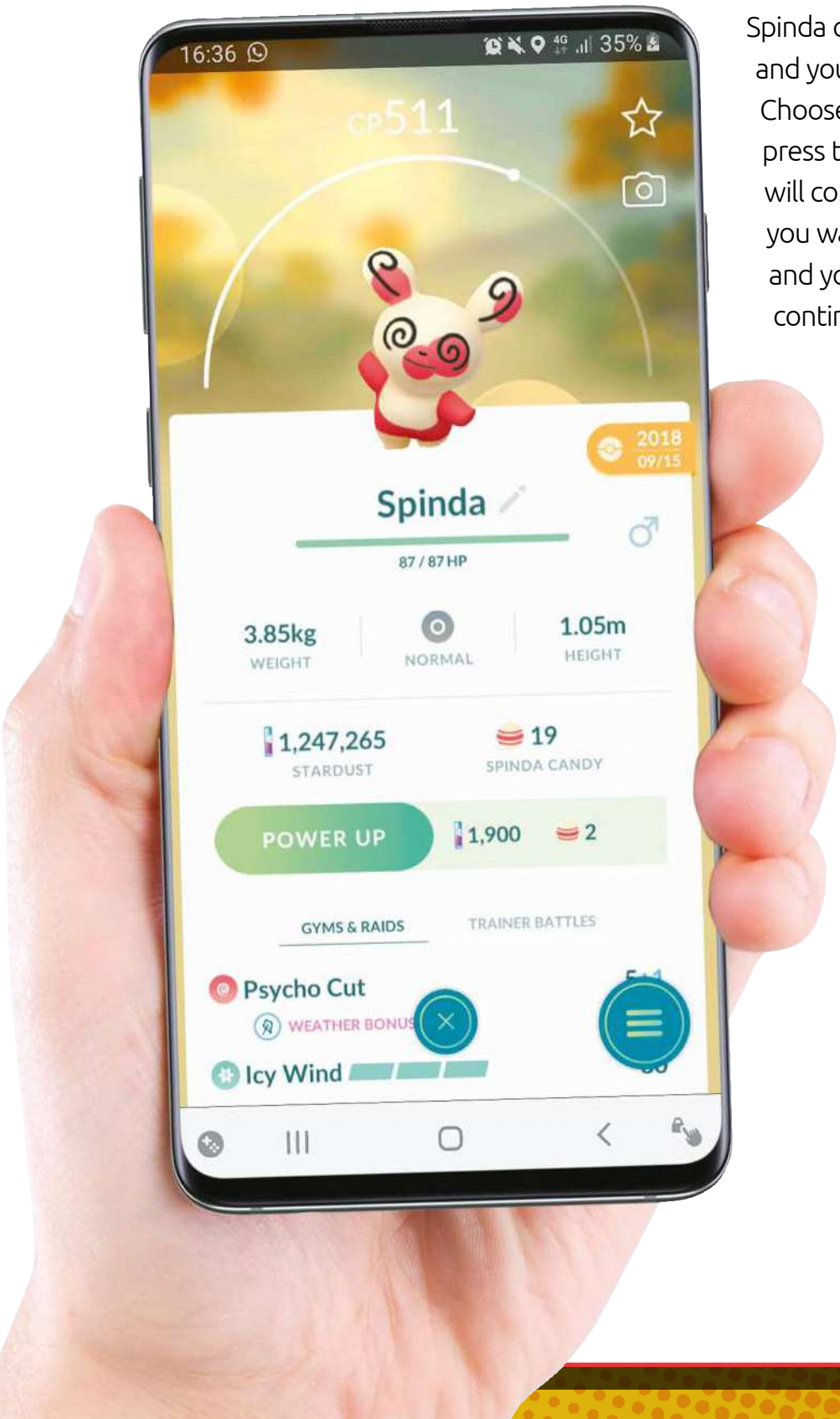
So you know how to catch Spinda in *Pokémon GO*, but how do you find the Field Research Task in the first

place? The short answer is to visit as many PokéStops as possible. Each PokéStop stores only one task for a 24-hour period. The mission switches at midnight every day so you can check your local ones again the next day.

It's important to note that you can delete Field Research Tasks to make sure you always have room to search for the *Pokémon GO* Spinda quest. Hit the binoculars icon and you'll see your three stored tasks. Choose one you don't want to fulfil, press the small bin icon, and a prompt will come up to ask if you are sure you want to delete the task. Hit OK and you'll be left with a free slot to continue your hunt.

If you are having problems finding the task, consider joining your local *Pokémon GO* Facebook group as there will be plenty of people also looking and keeping each other updated. The joys of the *Pokémon GO* community knows no bounds.

Alternatively, just make sure you visit all your closest stops every day and hopefully you'll get lucky.



"Spin the Poké Ball in small circles in the centre of your screen until stars and sparkles start to appear around it"

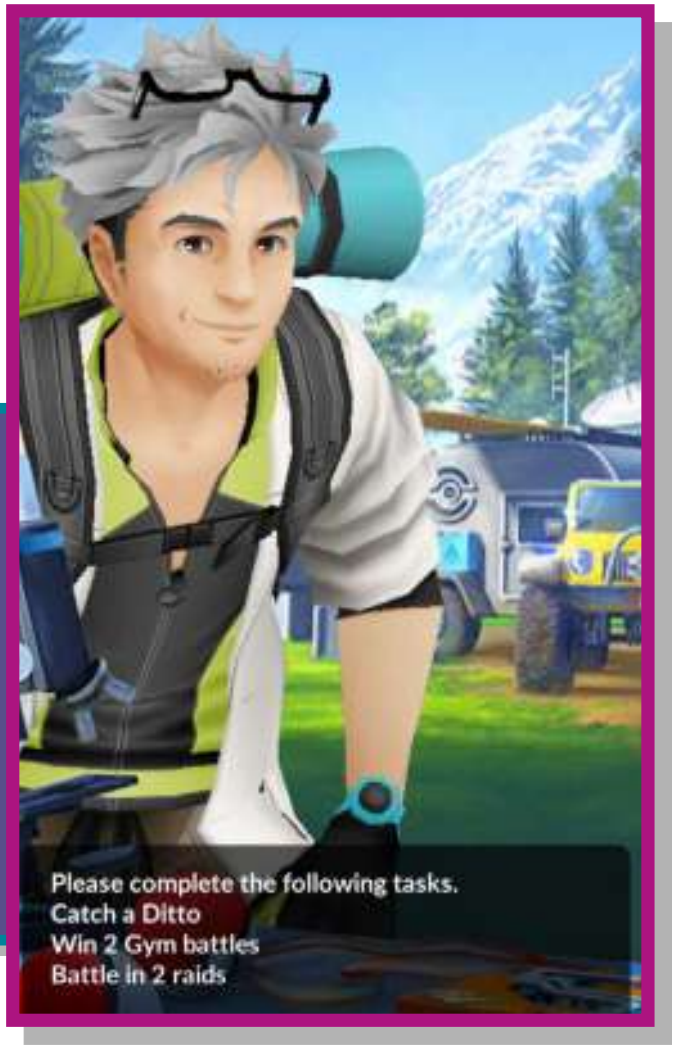
FUN FACTOR ★★★☆☆

How to catch Meltan

How to catch the Pokémon and evolve it into Melmetal

Meltan was revealed in an interesting fashion, as the Hex Nut Pocket Monster began appearing as a silhouette for players all over the world completely out of the blue. Since then, it was unveiled as the first ever eighth-Generation Pokémon and it would have a special relationship with the *Pokémon Let's Go Pikachu & Eevee* games for Nintendo Switch, and while you can't catch a wild Meltan in *Pokémon GO*, we do have the details on how you can get one (and its evolution, Melmetal) right here. Read on for everything you need to know about catching a Meltan.

"While you can't catch a wild Meltan in Pokémon GO anymore, we do have the details on how you can get one (and its evolution, Melmetal)"



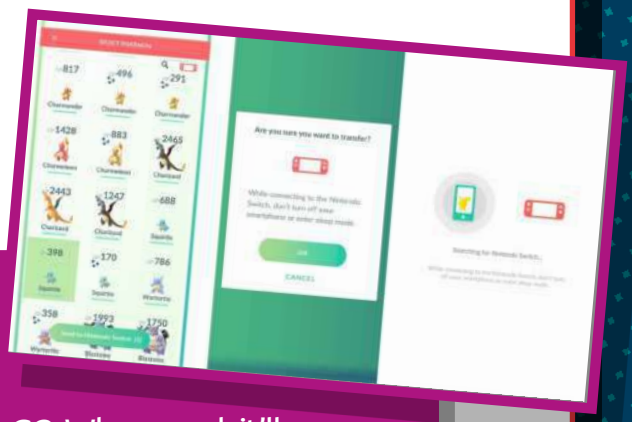
How to get Meltan in Pokémon GO without Pokémon Let's Go

In order to get Meltan only in *Pokémon GO*, you'll need to complete all ten stages of Professor Willow's special task entitled "Let's GO, Meltan".

How to get Meltan in Pokémon GO with Pokémon Let's Go

Transfer a Pokémon from Pokémon GO to Pokémon Let's Go

Firstly, transfer a Pokémon from *Pokémon GO* to *Pokémon Let's Go*. It can be any Pokémon, all you need to do is to transfer it via the Go Park in Fuchsia City. You'll get some XP, but also a Mystery Box.



Open up the Mystery Box you receive in Pokémon Go

You'll find the Box inside your item pocket in *Pokémon GO*. When used, it'll remain open for 30 minutes, spewing out Meltan. Once the box closes, you'll have seven days to open it again, after which you'll need to repeat the first step.

Catch every Meltan that pops out

Over the course of that half an hour you'll get quite a few Pokémon. Catch them, and tuck them away in your *Pokémon GO* box. From here you can trade them to fellow players, or try to evolve it.

Transfer your Melmetal into Pokémon Let's Go

Or, you can transfer one (or more) into *Pokémon Let's Go* in order to add it to your Pokédex. It's the only way that you can get Meltan, and its evolution Melmetal, in *Pokémon Let's Go*.

Unlock every Pokémon GO medal

An at-a-glance guide to earning each and every medal in Pokémon GO

Jogger
Walk a certain distance: 10km, 100km or 1,000km

Kanto
Register Kanto Pokémon: 20, 50 or 100

Johto
Register Johto Pokémon: 20, 50 or 100

Collector
Capture Pokémon: 30, 500 or 2,000

Ultra League Veteran
Win battles: 5, 50 or 200

Scientist
Evolve Pokémon: 3, 20 or 200

Breeder
Hatch eggs: 10, 100 or 1,000

Backpacker
Visit PokéStops: 10, 1,000 or 2,000

Pilot
Trade a certain distance: 1,000km, 100,000km or 1,000,000km

Fisherman
Capture large Magikarp: 3, 50 or 300

Battle Girl
Win Gym battles: 10, 100 or 1,000

Ace Trainer
Train at a Gym you control: 10, 100 or 1,000

Schoolkid
Capture Normal-type Pokémon: 10, 50 or 200

Cameraman
Encounter Smeargle: 10, 20 or 200

Black Belt
Capture Fighting-type Pokémon: 10, 50 or 200

Birdkeeper
Capture Flying-type Pokémon: 10, 50 or 200

Punk Girl
Capture Poison-type Pokémon: 10, 50 or 200

Great League Veteran
Win battles: 5, 50, 200 or 1,000

Purifier
Purify Shadow Pokémon: 5, 50 or 500

Ruin Maniac
Capture Ground-type Pokémon: 10, 50 or 200

Hiker
Capture Rock-type Pokémon: 10, 50 or 200

Delinquent
Capture Dark-type Pokémon: 10, 50 or 200

Hoenn
Register Hoenn Pokémon: 5, 40 or 90

Bug Catcher
Capture Bug-type Pokémon: 10, 50 or 200

Hex Maniac
Capture Ghost-type Pokémon: 10, 50 or 200

Depot Agent
Capture Steel-type Pokémon: 10, 50 or 200

Kindler
Capture Fire-type Pokémon: 10, 50 or 200

Hero
Defeat Team GO Rocket members: 10, 100 or 1,000

Swimmer
Capture Water-type Pokémon: 10, 50 or 200

Gardener
Capture Grass-type Pokémon: 10, 50 or 200

Rocker
Capture Electric-type Pokémon: 10, 50 or 200

Idol
Best Friends with Trainers: 1, 2 or 3

Gym Leader
Defend Gyms for hours: 10, 100 or 1,000

Psychic
Capture Psychic-type Pokémon: 10, 50 or 200

Skier
Capture Ice-type Pokémon: 10, 50 or 200

Dragon Tamer
Capture Dragon-type Pokémon: 10, 50 or 200

Fairy Tale Girl
Capture Fairy-type Pokémon: 10, 50 or 200

Gentleman
Trade Pokémon: 10, 100 or 1,000

Youngster
Catch tiny Rattata: 3, 50 or 300

Pikachu Fan
Catch Pikachu: 3, 50 or 300

Unown
Catch Unown: 3, 10 or 26

Champion
Win Raids: 10, 100 or 1,000

Unova
Register Unova Pokémon: 5, 50 or 100

Ranger
Complete Field Research: 10, 100 or 1,000

Sinnoh
Register Sinnoh Pokémon: 5, 30 or 80

Ace Trainer
Train: 10, 100 or 1,000

Battle Legend
Win Legendary Raids: 10, 100 or 1,000

Berry Master
Feed Berries at gyms: 10, 100 or 1,000

Best Buddy
Have a Best Buddy Pokémon: 1, 10, 100 or 200

Kalos
Register Kalos Pokémon: 5, 25, 50 or 72

Master League Veteran
Win battles: 5, 50, 200 or 1,000

Mega Evolution Guru
Unique Evolutions: 1, 24, 36 or 46

Picnicker
Catch Pokémon using Lures: 5, 25, 500 or 2,500

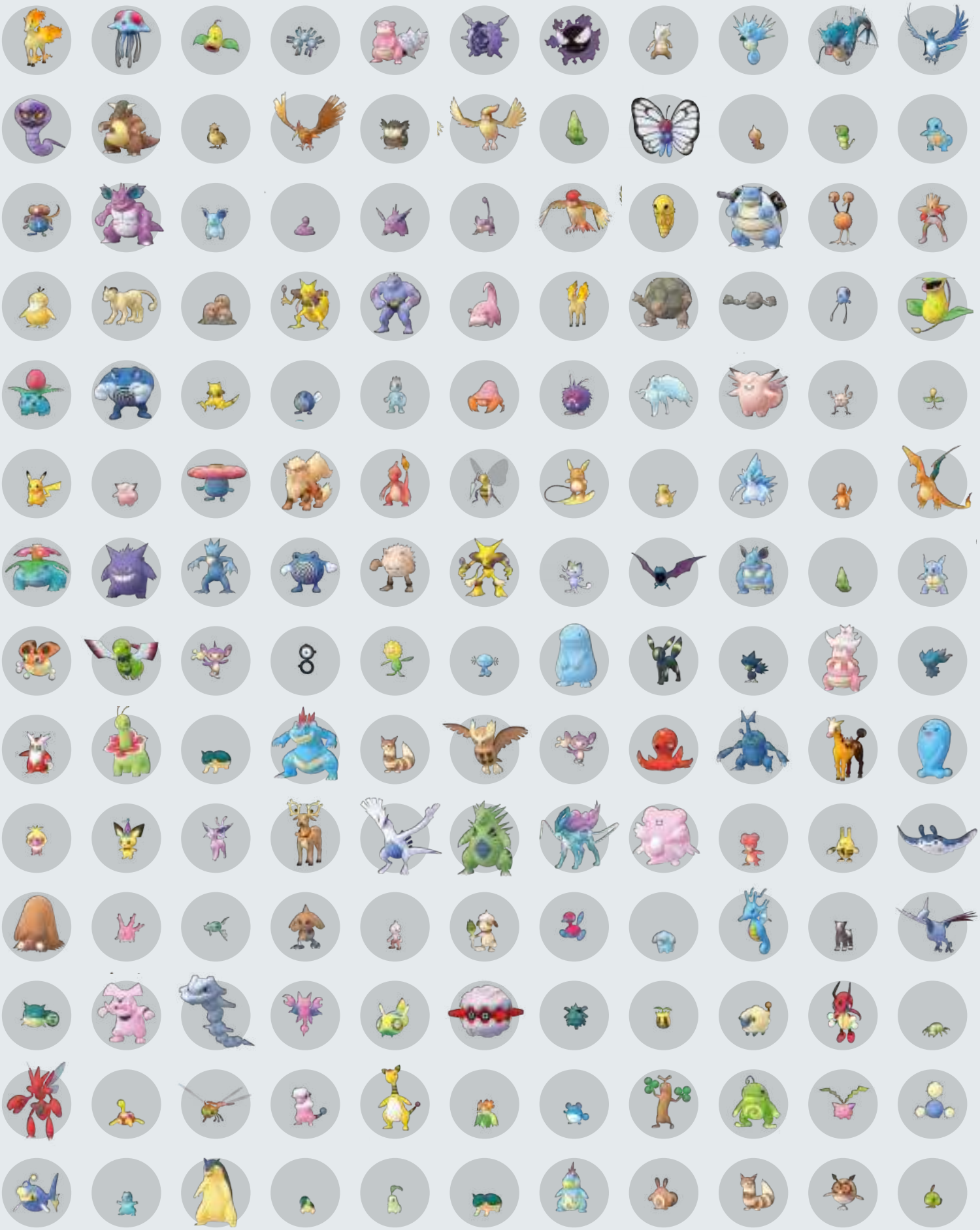
Rising Star
Defeat different Pokémon raids: 2, 10, 50 or 150

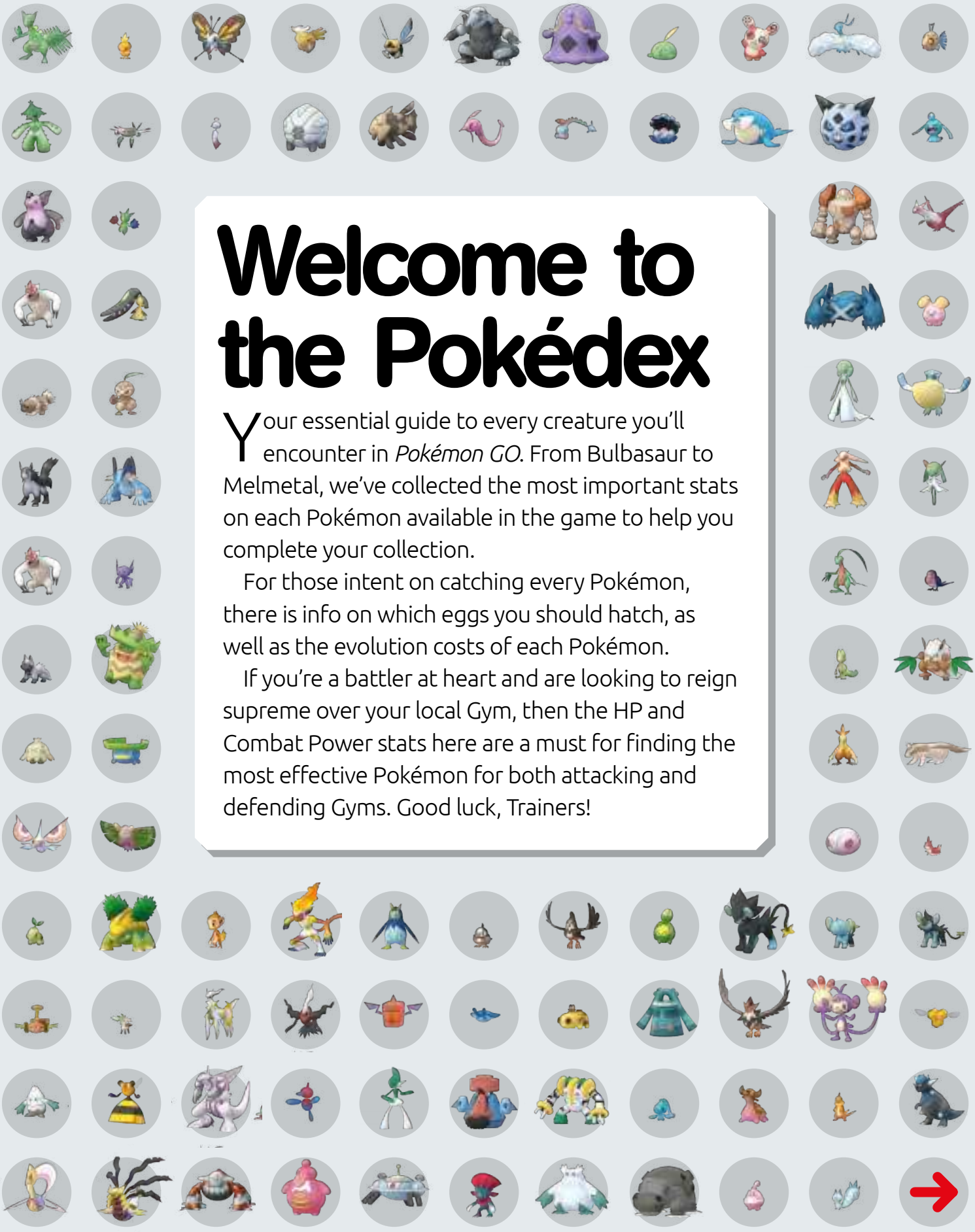
Rising Star Duo
Win raids with friends: 10, 100, 1,000 or 2,000

Successor
Mega Evolve Pokémon: 1, 50, 500 or 1,000

Triathlete
Complete a seven day streak: 1, 10, 50 or 100

Ultra Hero
Defeat the Team GO Rocket Boss: 1, 5, 20 or 50





Welcome to the Pokédex

Your essential guide to every creature you'll encounter in *Pokémon GO*. From Bulbasaur to Melmetal, we've collected the most important stats on each Pokémon available in the game to help you complete your collection.

For those intent on catching every Pokémon, there is info on which eggs you should hatch, as well as the evolution costs of each Pokémon.

If you're a battler at heart and are looking to reign supreme over your local Gym, then the HP and Combat Power stats here are a must for finding the most effective Pokémon for both attacking and defending Gyms. Good luck, Trainers!

Evolves into IVYSAUR 002

001

BULBASAUR

BATTLE RATING ★☆☆☆☆

Type: Grass/Poison

Max HP:	Evolution cost:
113	25 Bulbasaur Candy
Max CP:	**Available from Egg:**
1115	5K

Evolves into VENUSAUR 003

002

IVYSAUR

BATTLE RATING ★★☆☆☆

Type: Grass/Poison

Max HP:	Evolution cost:
134	100 Bulbasaur Candy
Max CP:	**Available from Egg:**
1699	N/A

003

CAN MEGA EVOLVE

VENUSAUR

BATTLE RATING ★★★★☆

Type: Grass/Poison

Max HP:	Evolution cost:
162	N/A Bulbasaur Candy
Max CP:	**Available from Egg:**
2720	N/A

Evolves into CHARMELEON 005

004

CHARMANDER

BATTLE RATING ★☆☆☆☆

Type: Fire

Max HP:	Evolution cost:
105	25 Charmander Candy
Max CP:	**Available from Egg:**
980	5K

Evolves into CHARIZARD 006

005

CHARMELEON

BATTLE RATING ★★☆☆☆

Type: Fire

Max HP:	Evolution cost:
131	100 Charmander Candy
Max CP:	**Available from Egg:**
1653	N/A

006

CAN MEGA EVOLVE

CHARIZARD

BATTLE RATING ★★★★☆

Type: Fire/Flying

Max HP:	Evolution cost:
158	N/A Charmander Candy
Max CP:	**Available from Egg:**
2889	N/A

Evolves into WARTORTLE 008

007

SQUIRTLE

BATTLE RATING ★★★☆☆

Type: Water

Max HP:	Evolution cost:
112	25 Squirtle Candy

Max CP:	Available from Egg:
946	5K

Evolves into BLASTOIS 009

008

WARTORTLE

BATTLE RATING ★★☆☆☆

Type: Water

Max HP:	Evolution cost:
132	100 Squirtle Candy

Max CP:	Available from Egg:
1488	N/A

CAN MEGA EVOLVE

009

BLASTOISE

BATTLE RATING ★★★★☆

Type: Water

Max HP:	Evolution cost:
160	N/A Squirtle Candy

Max CP:	Available from Egg:
2466	N/A

Evolves into METAPOD 011

010

CATERPIE

BATTLE RATING ☆☆☆☆☆

Type: Bug

Max HP:	Evolution cost:
113	12 Caterpie Candy

Max CP:	Available from Egg:
437	N/A

Evolves into BUTTERFREE 012

011

METAPOD

BATTLE RATING ☆☆☆☆☆

Type: Bug

Max HP:	Evolution cost:
120	50 Caterpie Candy

Max CP:	Available from Egg:
450	N/A

012

BUTTERFREE

BATTLE RATING ★★☆☆☆

Type: Bug/Flying

Max HP:	Evolution cost:
134	N/A Caterpie Candy

Max CP:	Available from Egg:
1827	N/A

Evolves into KAKUNA 014

013

WEEDLE

BATTLE RATING ☆☆☆☆☆

Type: Bug/poison

Max HP:	Evolution cost:
106	12 Weedle Candy

Max CP:	Available from Egg:
456	N/A

Evolves into BEEDRILL 015

014

KAKUNA

BATTLE RATING ☆☆☆☆☆

Type: Bug/poison

Max HP:	Evolution cost:
113	50 Weedle Candy

Max CP:	Available from Egg:
432	N/A

CAN MEGA EVOLVE

015

BEEDRILL

BATTLE RATING ★★☆☆☆

Type: Bug/poison

Max HP:	Evolution cost:
140	N/A Weedle Candy

Max CP:	Available from Egg:
1846	N/A

Evolves into PIDGEOTTO 017

016

PIDGEY

BATTLE RATING ☆☆☆☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
106	12 Pidgey Candy

Max CP:	Available from Egg:
680	N/A

Evolves into PIDGEOT 018

017

PIDGEOTTO

BATTLE RATING ★☆☆☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
138	50 Pidgey Candy

Max CP:	Available from Egg:
1194	N/A

CAN MEGA EVOLVE

018

PIDGEOT

BATTLE RATING ★★★☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
165	N/A Pidgey Candy

Max CP:	Available from Egg:
2129	N/A

Evolves into RETICATE 020

019

RATTATA

BATTLE RATING ★☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
92	25 Rattata Candy
Max CP:	**Available from Egg:**
734	7K

020

RATICATE

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
127	N/A Rattata Candy
Max CP:	**Available from Egg:**
1730	N/A

Evolves into FEAROW 022

021

SPEAROW

BATTLE RATING ★☆☆☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
106	50 Spearow Candy
Max CP:	**Available from Egg:**
798	N/A

022

FEAROW

BATTLE RATING ★★★☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
140	N/A Spearow Candy
Max CP:	**Available from Egg:**
1997	N/A

Evolves into ARBOK 024

023

EKANS

BATTLE RATING ★☆☆☆☆

Type: Poison

Max HP:	Evolution cost:
99	50 Ekans Candy
Max CP:	**Available from Egg:**
927	N/A

024

ARBOK

BATTLE RATING ★★★☆☆

Type: Poison

Max HP:	Evolution cost:
134	N/A Ekans Candy
Max CP:	**Available from Egg:**
1921	N/A

Evolves into RAICHU 026

025

PIKACHU

BATTLE RATING ★☆☆☆☆

Type: Electric

Max HP:	Evolution cost:
99	50 Pikachu Candy

Max CP:	Available from Egg:
938	N/A

026

RAICHU

BATTLE RATING ★★★☆☆

Type: Electric

Max HP:	Evolution cost:
134	N/A Pikachu Candy

Max CP:	Available from Egg:
2128	N/A

Evolves into SANDSLASH 028

027

SANDSHREW

BATTLE RATING ★★☆☆☆

Type: Ground

Max HP:	Evolution cost:
120	50 Sandshrew Candy

Max CP:	Available from Egg:
1261	5/7K

028

SANDSLASH

BATTLE RATING ★★★☆☆

Type: Ground

Max HP:	Evolution cost:
154	N/A Sandshrew Candy

Max CP:	Available from Egg:
2374	N/A

Evolves into NIDORINA 030

029

NIDORAN♀

BATTLE RATING ★☆☆☆☆

Type: Poison

Max HP:	Evolution cost:
127	25 Nidoran♀ Candy

Max CP:	Available from Egg:
816	N/A

Evolves into NIDOQUEEN 031

030

NIDORINA

BATTLE RATING ★★☆☆☆

Type: Poison

Max HP:	Evolution cost:
147	100 Nidoran♀ Candy

Max CP:	Available from Egg:
1309	N/A

031

NIDOQUEEN

BATTLE RATING ★★★☆☆

Type: Poison/Ground

Max HP:	Evolution cost:
175	N/A Nidoran♀ Candy

Max CP:	Available from Egg:
2488	N/A

Evolves into NIDORINO 033

032

NIDORAN♂

BATTLE RATING ★☆☆☆☆

Type: Poison

Max HP:	Evolution cost:
114	25 Nidoran♂ Candy

Max CP:	Available from Egg:
860	N/A

Evolves into NIDOKING 034

033

NIDORINO

BATTLE RATING ★★☆☆☆

Type: Poison

Max HP:	Evolution cost:
135	100 Nidoran♂ Candy

Max CP:	Available from Egg:
1393	N/A

034

NIDOKING

BATTLE RATING ★★★☆☆

Type: Poison/Ground

Max HP:	Evolution cost:
162	N/A Nidoran♂ Candy

Max CP:	Available from Egg:
2567	N/A

Evolves into CLEFABLE 036

035

CLEFAIRY

BATTLE RATING ★☆☆☆☆

Type: Fairy

Max HP:	Evolution cost:
147	50 Clefairy Candy

Max CP:	Available from Egg:
1155	N/A

036

CLEFABLE

BATTLE RATING ★★★☆☆

Type: Fairy

Max HP:	Evolution cost:
182	N/A Clefairy Candy

Max CP:	Available from Egg:
2437	N/A

Evolves into NINETALES 038

037

VULPIX

BATTLE RATING ★☆☆☆☆

Type: Fire

Max HP:	Evolution cost:
103	50 Vulpix Candy
Max CP:	**Available from Egg:**
883	7K

038

NINETALES

BATTLE RATING ★★★☆☆

Type: Fire

Max HP:	Evolution cost:
151	N/A Vulpix Candy
Max CP:	**Available from Egg:**
2279	N/A

Evolves into WIGGLYTUFF 040

039

JIGGLYPUFF

BATTLE RATING ★☆☆☆☆

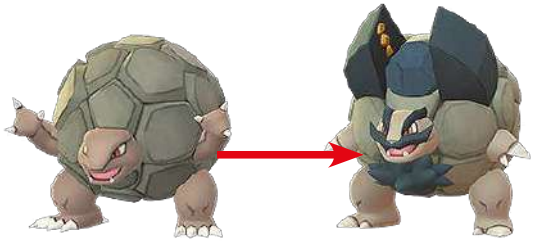
Type: Normal/Fairy

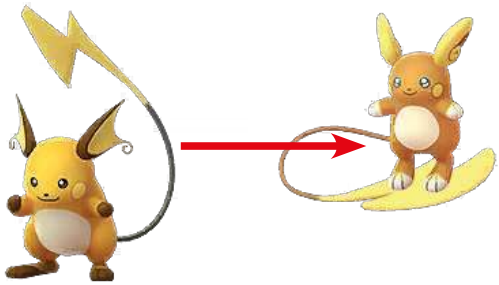
Max HP:	Evolution cost:
724	50 Jigglypuff Candy
Max CP:	**Available from Egg:**
210	N/A

Aloha! Alola!

Can't find Alolan Pokémon in your Pokédex? Well here's why...

Alolan Pokémon are variants of species that posses different Types and appearances. The Alolan Golem, for example, is Rock and Electric as opposed to the standard's Rock and Ground. These Pokémon do not have their own Pokédex entries but can be found by viewing the regular Pokémon in the Pokédex, and under its image will be an option to view the Alolan version.





040

WIGGLYTUFF

BATTLE RATING ★★★☆☆

Type: Normal/Fairy

Max HP:	Evolution cost:
244	N/A Jigglypuff Candy

Max CP:	Available from Egg:
1926	N/A

Evolves into GOLBAT 042

041

ZUBAT

BATTLE RATING ☆☆☆☆☆

Type: Poison/Flying

Max HP:	Evolution cost:
106	25 Zubat Candy

Max CP:	Available from Egg:
667	N/A

Evolves into CROWBAT 169

042

GOLBAT

BATTLE RATING ★★★☆☆

Type: Poison/Flying

Max HP:	Evolution cost:
154	100 Zubat Candy

Max CP:	Available from Egg:
1976	N/A

Evolves into GLOOM 044

043

ODDISH

BATTLE RATING ★☆☆☆☆

Type: Grass/Poison

Max HP:	Evolution cost:
113	25 Oddish Candy

Max CP:	Available from Egg:
1228	N/A

Evolves into VILEPLOOM 045

Evolves into BELLOSSOM 182

044

GLOOM

BATTLE RATING ★★☆☆☆

Type: Grass/Poison

Max HP:	Evolution cost:
134	100 Oddish Candy

Max CP:	Available from Egg:
1681	N/A

045

VILEPLUME

BATTLE RATING ★★★★☆

Type: Grass/Poison

Max HP:	Evolution cost:
154	N/A Oddish Candy

Max CP:	Available from Egg:
2559	N/A

Evolves into PARASECT 047

046

PARAS

BATTLE RATING ★☆☆☆☆

Type: Bug/Grass

Max HP:	Evolution cost:
99	50 Paras Candy

Max CP:	Available from Egg:
1018	N/A

047

PARASECT

BATTLE RATING ★★☆☆☆

Type: Bug/Grass

Max HP:	Evolution cost:
134	N/A Paras Candy

Max CP:	Available from Egg:
1859	N/A

Evolves into VENOMOTH 049

048

VENONAT

BATTLE RATING ★☆☆☆☆

Type: Bug/Poison

Max HP:	Evolution cost:
134	50 Venonat Candy

Max CP:	Available from Egg:
1004	N/A

049

VENOMOTH

BATTLE RATING ★★☆☆☆

Type: Bus/Poison

Max HP:	Evolution cost:
147	N/A Venonat Candy

Max CP:	Available from Egg:
2082	N/A

Evolves into DUGTRIO 051

050

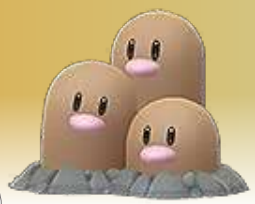
DIGLETT

BATTLE RATING ☆☆☆☆☆

Type: Ground

Max HP:	Evolution cost:
64	50 Diglett Candy

Max CP:	Available from Egg:
676	7K



051

DUGTRIO

BATTLE RATING ★★☆☆☆

Type: Ground

Max HP:	Evolution cost:
99	N/A Diglett Candy

Max CP:	Available from Egg:
1567	N/A

Evolves into PERSIAN 053

Evolves into PERRSERKER 863

GALARIAN FORM

052

MEOWTH

BATTLE RATING ★☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
106	50 Meowth Candy
Max CP:	**Available from Egg:**
748	N/A

053

PERSIAN

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
140	N/A Meowth Candy
Max CP:	**Available from Egg:**
1689	N/A

Evolves into GOLDUCK 055

054

PSYDUCK

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
120	50 Psyduck Candy
Max CP:	**Available from Egg:**
1106	N/A

055

GOLDUCK

BATTLE RATING ★★★☆☆

Type: Water

Max HP:	Evolution cost:
162	N/A Psyduck Candy
Max CP:	**Available from Egg:**
2450	N/A

Evolves into PRIMEAPE 057

056

MANKEY

BATTLE RATING ★☆☆☆☆

Type: Fighting

Max HP:	Evolution cost:
106	50 Mankey Candy
Max CP:	**Available from Egg:**
1164	N/A

057

PRIMEAPE

BATTLE RATING ★★★☆☆

Type: Fighting

Max HP:	Evolution cost:
140	N/A Mankey Candy
Max CP:	**Available from Egg:**
2288	N/A

Evolves into ARCANINE 059

058

GROWLITHE

BATTLE RATING ★★☆☆☆

Type: Fire

Max HP:	Evolution cost:
127	50 Growlithe Candy

Max CP:	Available from Egg:
1243	5K

059

ARCANINE

BATTLE RATING ★★★★☆

Type: Fire

Max HP:	Evolution cost:
175	N/A Growlithe Candy

Max CP:	Available from Egg:
3029	N/A

Evolves into POLIWHIRL 061

060

POLIWAG

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
106	25 Poliwag Candy

Max CP:	Available from Egg:
829	5K

Evolves into CANDY ONLY POLIWRATH 062

+ KING'S ROCK POLITOAD 186

061

POLIWHIRL

BATTLE RATING ★★☆☆☆

Type: Water

Max HP:	Evolution cost:
1419	100 Poliwag Candy (and King's Rock

Max CP:	Available from Egg:
140	N/A

062

POLIWRATH

BATTLE RATING ★★★★☆

Type: Water/Fighting

Max HP:	Evolution cost:
175	N/A Poliwag Candy

Max CP:	Available from Egg:
2586	N/A

Evolves into KADABRA 064

063

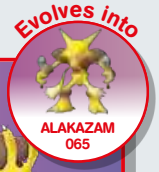
ABRA

BATTLE RATING ★☆☆☆☆

Type: Psychic

Max HP:	Evolution cost:
85	25 Abra Candy

Max CP:	Available from Egg:
1342	N/A

Evolves into

ALAKAZAM
065

064

KADABRA

BATTLE RATING ★★☆☆☆

Type: Psychic

Max HP:	Evolution cost:
106	100 Abra Candy

Max CP:	Available from Egg:
2059	N/A

065

ALAKAZAM

BATTLE RATING ★★★★★

Type: Psychic

Max HP:	Evolution cost:
127	N/A Abra Candy

Max CP:	Available from Egg:
3057	N/A

Evolves into

MACHOKE
067

066

MACHOP

BATTLE RATING ★★☆☆☆

Type: Fighting

Max HP:	Evolution cost:
147	25 Machop Candy

Max CP:	Available from Egg:
1278	2K

Evolves into

MACHAMP
068

067

MACHOKE

BATTLE RATING ★★☆☆☆

Type: Fighting

Max HP:	Evolution cost:
162	100 Machop Candy

Max CP:	Available from Egg:
2031	N/A

068

MACHAMP

BATTLE RATING ★★★★★

Type: Fighting

Max HP:	Evolution cost:
175	N/A Machop Candy

Max CP:	Available from Egg:
3056	N/A

Evolves into

WEEPINGBELL
070

069

BELLSPROUT

BATTLE RATING ★☆☆☆☆

Type: Grass/Poison

Max HP:	Evolution cost:
120	25 Bellsprout Candy

Max CP:	Available from Egg:
1033	N/A

Evolves into VICTREEBEL 071

070

WEEPINBELL

BATTLE RATING ★★☆☆☆

Type: Grass/Poison

Max HP:	Evolution cost:
140	100 Bellsprout Candy

Max CP:	Available from Egg:
1611	N/A

071

VICTREEBEL

BATTLE RATING ★★★★☆

Type: Grass/Poison

Max HP:	Evolution cost:
162	N/A Bellsprout Candy

Max CP:	Available from Egg:
2431	N/A

Evolves into TENTACRUEL 073

072

TENTACOOL

BATTLE RATING ★☆☆☆☆

Type: Warer/Psychic

Max HP:	Evolution cost:
106	50 Tentacool Candy

Max CP:	Available from Egg:
1040	N/A

073

TENTACRUEL

BATTLE RATING ★★★★☆

Type: Water/Poison

Max HP:	Evolution cost:
162	N/A Tentacool Candy

Max CP:	Available from Egg:
2422	N/A

Evolves into GRAVELER 075

074

GEODUDE

BATTLE RATING ★☆☆☆☆

Type: Rock/Ground

Max HP:	Evolution cost:
106	25 Geodude Candy

Max CP:	Available from Egg:
1293	7K

Evolves into GOLEM 076

075

GRAVELER

BATTLE RATING ★★☆☆☆

Type: Rock/Ground

Max HP:	Evolution cost:
127	100 Geodude Candy

Max CP:	Available from Egg:
1897	N/A

076

GOLEM

BATTLE RATING ★★★★☆

Type: Rock/Ground

Max HP:	Evolution cost:
162	N/A Geodude Candy
Max CP:	**Available from Egg:**
2949	N/A

Evolves into RAPIDASH 078

077

PONYTA

BATTLE RATING ★★☆☆☆

Type: Fire

Max HP:	Evolution cost:
120	50 Ponyta Candy
Max CP:	**Available from Egg:**
1697	5K

078

RAPIDASH

BATTLE RATING ★★★★☆

Type: Fire

Max HP:	Evolution cost:
140	N/A Ponyta Candy
Max CP:	**Available from Egg:**
2461	N/A

Evolves into CANDY ONLY SLOWBRO 080 or + KING'S ROCK SLOWKING 199

079

SLOWPOKE

BATTLE RATING ★☆☆☆☆

Type: Water/Psychic

Max HP:	Evolution cost:
175	50 Slowpoke Candy / 50 Slowpoke Candy and King's Rock
Max CP:	**Available from Egg:**
1226	N/A

080

SLOWBRO

BATTLE RATING ★★★★☆

Type: Water/Psychic

Max HP:	Evolution cost:
182	N/A Slowpoke Candy
Max CP:	**Available from Egg:**
2545	N/A

Evolves into MAGNETON 082

081

MAGNEMITE

BATTLE RATING ★☆☆☆☆

Type: Electric/Steel

Max HP:	Evolution cost:
85	25 Magnemite Candy
Max CP:	**Available from Egg:**
1362	5K

082

MAGNETON

BATTLE RATING ★★★★☆

Type: Electric/Steel

Max HP:	Evolution cost:
120	100 Magnemite Candy

Max CP:	Available from Egg:
2485	N/A

083

FARFETCH'D

BATTLE RATING ★☆☆☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
123	50 Farfetch'd Candy (Galarian form)

Max CP:	Available from Egg:
1236	N/A

084

DODUO

BATTLE RATING ★☆☆☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
99	50 Doduo Candy

Max CP:	Available from Egg:
1200	N/A

085

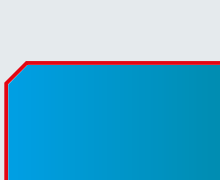
DODRIO

BATTLE RATING ★★★☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
134	N/A Doduo Candy

Max CP:	Available from Egg:
2362	N/A



086

SEEL

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
140	50 Seel Candy

Max CP:	Available from Egg:
971	5K

087

DEWGONG

BATTLE RATING ★★☆☆☆

Type: Water/Ice

Max HP:	Evolution cost:
175	N/A Seel Candy

Max CP:	Available from Egg:
1985	N/A

Evolves into

MUK
089

088

GRIMER

BATTLE RATING ★☆☆☆☆

Type: Poison

Max HP:	Evolution cost:
162	50 Grimer Candy
Max CP:	**Available from Egg:**
1374	5/7K

089

MUK

BATTLE RATING ★★★★☆

Type: Poison

Max HP:	Evolution cost:
195	N/A Grimer Candy
Max CP:	**Available from Egg:**
2757	N/A

Evolves into

CLOYSTER
091

090

SHELLDER

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
92	50 Shellder Candy
Max CP:	**Available from Egg:**
1080	2K

091

CLOYSTER

BATTLE RATING ★★★☆☆

Type: Water/Ice

Max HP:	Evolution cost:
120	N/A Shellder Candy
Max CP:	**Available from Egg:**
2547	N/A

Evolves into

HAUNTER
093

092

GASTLY

BATTLE RATING ★☆☆☆☆

Type: Ghost/Poison

Max HP:	Evolution cost:
92	25 Gastly Candy
Max CP:	**Available from Egg:**
1229	2K

Evolves into

GENGAR
094

093

HAUNTER

BATTLE RATING ★★☆☆☆

Type: Ghost/Poison

Max HP:	Evolution cost:
113	100 Gastly Candy
Max CP:	**Available from Egg:**
1963	N/A

094

CAN MEGA EVOLVE

GENGAR

BATTLE RATING ★★★★☆

Type: Ghost/Poison

Max HP:	Evolution cost:
134	N/A Gastly Candy

Max CP:	Available from Egg:
2878	N/A

Evolves into STEELIX 208

095

ONIX

BATTLE RATING ★☆☆☆☆

Type: Rock/Ground

Max HP:	Evolution cost:
99	50 Onix Candy and Metal Coat

Max CP:	Available from Egg:
1101	5K

Evolves into HYPNO 097

096

DROWZEE

BATTLE RATING ★☆☆☆☆

Type: Psychic

Max HP:	Evolution cost:
134	50 Drowzee Candy

Max CP:	Available from Egg:
1040	5K

097

HYPNO

BATTLE RATING ★★★☆☆

Type: Psychic

Max HP:	Evolution cost:
168	N/A Drowzee Candy

Max CP:	Available from Egg:
2090	N/A

Evolves into KINGLER 099

098

KRABBY

BATTLE RATING ★★☆☆☆

Type: Water

Max HP:	Evolution cost:
92	50 Krabby Candy

Max CP:	Available from Egg:
1561	2K

099

KINGLER

BATTLE RATING ★★★★☆

Type: Water

Max HP:	Evolution cost:
127	N/A Krabby Candy

Max CP:	Available from Egg:
2829	N/A

Evolves into ELECTRODE 101

100

VOLTORB

BATTLE RATING ★☆☆☆☆

Type: Electric

Max HP:	Evolution cost:
106	50 Voltorb Candy
Max CP:	**Available from Egg:**
1010	5K

101

ELECTRODE

BATTLE RATING ★★★☆☆

Type: Electric

Max HP:	Evolution cost:
134	N/A Voltorb Candy
Max CP:	**Available from Egg:**
2099	N/A

Evolves into EXEGGUTOR 103

102

EXEGGCUTE

BATTLE RATING ★☆☆☆☆

Type: Grass/Psychic

Max HP:	Evolution cost:
134	50 ExEggcute Candy
Max CP:	**Available from Egg:**
1175	N/A

103

EXEGGUTOR

BATTLE RATING ★★★★☆

Type: Grass/Psychic

Max HP:	Evolution cost:
182	N/A ExEggcute Candy
Max CP:	**Available from Egg:**
3014	N/A

Evolves into MAROWAK 105

104

CUBONE

BATTLE RATING ★☆☆☆☆

Type: Ground

Max HP:	Evolution cost:
120	50 Cubone Candy
Max CP:	**Available from Egg:**
1019	5K

105

MAROWAK

BATTLE RATING ★★☆☆☆

Type: Ground

Max HP:	Evolution cost:
134	N/A Cubone Candy
Max CP:	**Available from Egg:**
1835	N/A

Tyrogue Evolutions

How to tell what the Pokémon will evolve into

Tyrogue, like other species in Pokémon GO, can evolve into a range of different Pokémon depending on certain conditions. This Gen 2 Pokémon can evolve into one of three other fighting types; Hitmonlee, Hitmonchan or Hitmontop. If you are hoping to get a certain evolution, there is a simple way to tell what Pokémon your Tyrogue will evolve into. Find your Tyrogue in your Pokémon Storage, tap on the menu icon and then select the appraise option. The Pokémon's stats will be displayed as three categories. If the Attack is the highest stat, Tyrogue will evolve into Hitmonlee. If Defence is its highest then it will evolve into Hitmonchan. If its HP is the highest stat then it will evolve into Hitmontop. If two or more stats are the same then the evolution will be random.

106

HITMONLEE

BATTLE RATING ★★★★☆

Type: Fighting

Max HP:	Evolution cost:
120	N/A Tyrogue Candy
Max CP:	**Available from Egg:**
2576	N/A

107

HITMONCHAN

BATTLE RATING ★★★☆☆

Type: Fighting

Max HP:	Evolution cost:
120	N/A Tyrogue Candy
Max CP:	**Available from Egg:**
2332	N/A

Evolves into LICKILICKY 463

108

LICKITUNG

BATTLE RATING ★☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
175	100 Lickitung Candy and Sinnoh Stone
Max CP:	**Available from Egg:**
1411	5K

Evolves into WEEZING 110

109

KOFFING

BATTLE RATING ★☆☆☆☆

Type: Poison

Max HP:	Evolution cost:
106	50 Koffing Candy
Max CP:	**Available from Egg:**
1214	5K

110

WEEZING

BATTLE RATING ★★☆☆☆

Type: Poison

Max HP:	Evolution cost:
140	N/A Koffing Candy
Max CP:	**Available from Egg:**
2293	N/A

Evolves into RHYDON 112

111

RHYHORN

BATTLE RATING ★★☆☆☆

Type: Ground/Rock

Max HP:	Evolution cost:
162	25 Rhyhorn Candy
Max CP:	**Available from Egg:**
1651	5K

Evolves into RHYPERIOR 464

112

RHYDON

BATTLE RATING ★★★★★

Type: Ground/Rock

Max HP:	Evolution cost:
195	100 Rhyhorn Candy and Sinnoh Stone
Max CP:	**Available from Egg:**
3179	N/A

Evolves into BLISSEY 464

113

CHANSEY

BATTLE RATING ★☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
396	50 Chansey Candy
Max CP:	**Available from Egg:**
1255	10K

Evolves into TANGROWTH 465

114

TANGELA

BATTLE RATING ★★☆☆☆

Type: Grass

Max HP:	Evolution cost:
140	100 Tangela Candy and Sinnoh Stone
Max CP:	**Available from Egg:**
2238	5K

115

KANGASKHAN

BATTLE RATING ★★★★☆

Type: Normal

Max HP:	Evolution cost:
195	N/A Kangaskhan Candy
Max CP:	**Available from Egg:**
2586	N/A

Evolves into SEADRA 117

116

HORSEA

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
92	25 Horsea Candy
Max CP:	**Available from Egg:**
1056	5K

Evolves into KINGDRA 230

117

SEADRA

BATTLE RATING ★★☆☆☆

Type: Water

Max HP:	Evolution cost:
127	100 Horsea Candy and Dragon Scale
Max CP:	**Available from Egg:**
2093	N/A

Evolves into SEAKING 119

118

GOLDEEN

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
113	50 Goldeen Candy
Max CP:	**Available from Egg:**
1152	N/A

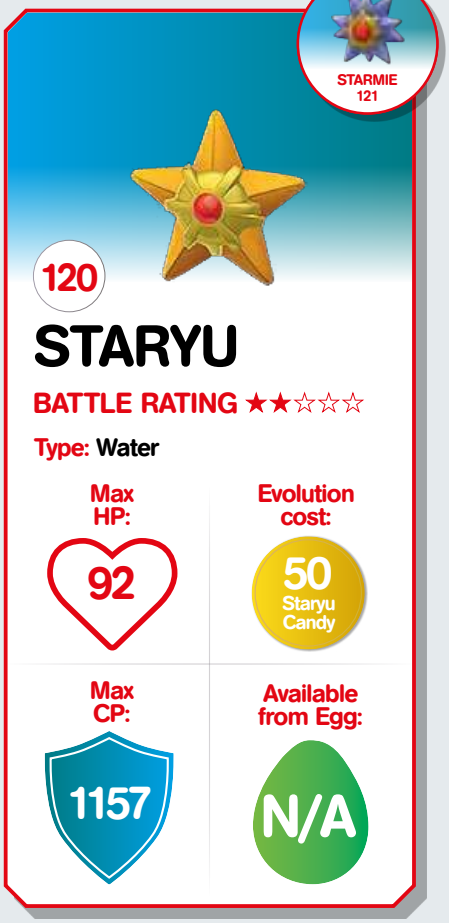
119

SEAKING

BATTLE RATING ★★☆☆☆

Type: Water

Max HP:	Evolution cost:
162	N/A Goldeen Candy
Max CP:	**Available from Egg:**
2126	N/A

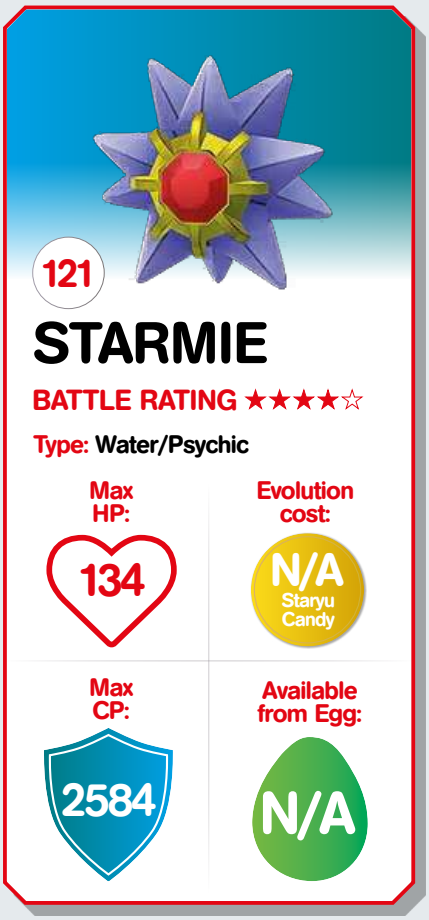


STARYU

BATTLE RATING ★★☆☆☆

Type: Water

Max HP:	Evolution cost:
92	50 Staryu Candy
Max CP:	**Available from Egg:**
1157	N/A

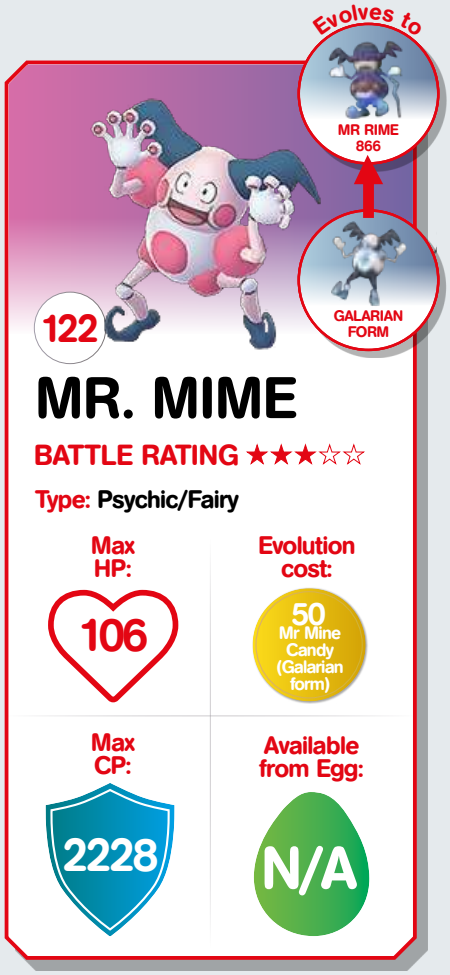


STARMIE

BATTLE RATING ★★★★☆

Type: Water/Psychic

Max HP:	Evolution cost:
134	N/A Staryu Candy
Max CP:	**Available from Egg:**
2584	N/A



MR. MIME

BATTLE RATING ★★★☆☆

Type: Psychic/Fairy

Max HP:	Evolution cost:
106	50 Mr Mime Candy (Galarian form)
Max CP:	**Available from Egg:**
2228	N/A

SCYTHER

BATTLE RATING ★★★★☆

Type: Grass/Flying

Max HP:	Evolution cost:
147	50 Scyther Candy and Metal Coat
Max CP:	**Available from Egg:**
2706	N/A

JYNX

BATTLE RATING ★★★★☆

Type: Ice/Psychic

Max HP:	Evolution cost:
140	N/A Jynx Candy
Max CP:	**Available from Egg:**
2555	N/A

ELECTABUZZ

BATTLE RATING ★★★☆☆

Type: Electric

Max HP:	Evolution cost:
140	100 Electabuzz Candy and Sinnoh Stone
Max CP:	**Available from Egg:**
2334	N/A

126

MAGMAR

BATTLE RATING ★★★☆☆

Type: Fire

Max HP:	Evolution cost:
140	100 Magmar Candy and Sinnoh Stone
Max CP:	**Available from Egg:**
2394	N/A

127

PINSIR

BATTLE RATING ★★★★☆

Type: Bug

Max HP:	Evolution cost:
140	N/A Pinsir Candy
Max CP:	**Available from Egg:**
2959	N/A

128

TAUROS

BATTLE RATING ★★★★☆

Type: Normal

Max HP:	Evolution cost:
154	N/A Tauros Candy
Max CP:	**Available from Egg:**
2620	N/A

129

MAGIKARP

BATTLE RATING ☆☆☆☆☆

Type: Water

Max HP:	Evolution cost:
79	400 Magikarp Candy
Max CP:	**Available from Egg:**
274	N/A

130

GYARADOS

BATTLE RATING ★★★★★

Type: Water/Psychic

Max HP:	Evolution cost:
182	N/A Magikarp Candy
Max CP:	**Available from Egg:**
3391	N/A

131

LAPRAS

BATTLE RATING ★★★★☆

Type: Water/Ice

Max HP:	Evolution cost:
230	N/A Lapras Candy
Max CP:	**Available from Egg:**
2641	N/A

132

DITTO

BATTLE RATING ☆☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
117	N/A Ditto Candy

Max CP:	Available from Egg:
832	N/A

133

EEVEE

BATTLE RATING ★☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
127	25 Eevee Candy

Max CP:	Available from Egg:
1071	5K

Evolves from EEVEE 133

134

VAPOREON

BATTLE RATING ★★★★★

Type: Water

Max HP:	Evolution cost:
230	N/A Eevee Candy

Max CP:	Available from Egg:
3114	N/A

Evolves from EEVEE 133

135

JOLTEON

BATTLE RATING ★★★★☆

Type: Electric

Max HP:	Evolution cost:
140	N/A Eevee Candy

Max CP:	Available from Egg:
2888	N/A

Evolves from EEVEE 133

136

FLAREON

BATTLE RATING ★★★★★

Type: Fire

Max HP:	Evolution cost:
140	N/A Eevee Candy

Max CP:	Available from Egg:
3029	N/A

Evolves into PORYGON2 233

137

PORYGON

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
140	25 Porygon Candy

Max CP:	Available from Egg:
1720	N/A

Evolves into OMASTAR 139

138

OMANYTE

BATTLE RATING ★★☆☆☆

Type: Rock/Water

Max HP:	Evolution cost:
99	50 Omanyte Candy

Max CP:	Available from Egg:
1544	5K

139

OMASTAR

BATTLE RATING ★★★★☆

Type: Rock/Water

Max HP:	Evolution cost:
147	N/A Omanyte Candy

Max CP:	Available from Egg:
2578	N/A

Evolves into KABUTOPS 141

140

KABUTO

BATTLE RATING ★☆☆☆☆

Type: Rock/Water

Max HP:	Evolution cost:
92	50 Kabuto Candy

Max CP:	Available from Egg:
1370	5K

141

KABUTOPS

BATTLE RATING ★★★★☆

Type: Rock/Water

Max HP:	Evolution cost:
134	N/A Kabuto Candy

Max CP:	Available from Egg:
2713	N/A

142

AERODACTYL

BATTLE RATING ★★★★☆

Type: Rock/Flying

Max HP:	Evolution cost:
162	N/A Aerodactyl Candy

Max CP:	Available from Egg:
2783	10K

143

SNORLAX

BATTLE RATING ★★★☆☆

Type: Normal

Max HP:	Evolution cost:
272	N/A Munchlax Candy

Max CP:	Available from Egg:
3225	10K

144

ARTICUNO

BATTLE RATING ★★★★★

Type: Ice/Flying

Max HP:	Evolution cost:
175	N/A Articuno Candy
Max CP:	**Available from Egg:**
3051	N/A

145

ZAPDOS

BATTLE RATING ★★★★★

Type: Electric/Flying

Max HP:	Evolution cost:
175	N/A Zapdos Candy
Max CP:	**Available from Egg:**
3527	N/A

146

MOLTRES

BATTLE RATING ★★★★★

Type: Fire/Flying

Max HP:	Evolution cost:
175	N/A Moltres Candy
Max CP:	**Available from Egg:**
3465	N/A

Evolves into DRAGONAIR 147

147

DRATINI

BATTLE RATING ★☆☆☆☆

Type: Dragon

Max HP:	Evolution cost:
107	25 Dratini Candy
Max CP:	**Available from Egg:**
1004	10K

Evolves into DRAGONITE 149

148

DRAGONAIR

BATTLE RATING ★★☆☆☆

Type: Dragon

Max HP:	Evolution cost:
135	100 Dratini Candy
Max CP:	**Available from Egg:**
1780	N/A

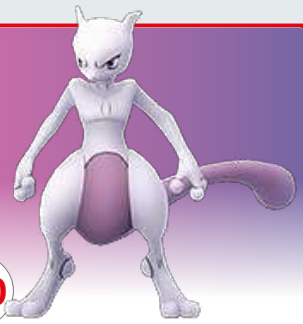
149

DRAGONITE

BATTLE RATING ★★★★★

Type: Dragon/Flying

Max HP:	Evolution cost:
177	N/A Dratini Candy
Max CP:	**Available from Egg:**
3792	N/A



150

MEWTWO

BATTLE RATING ★★★★★

Type: Psychic

Max HP:	Evolution cost:
180	N/A Mewtwo Candy
Max CP:	**Available from Egg:**
4178	N/A

151

MEW

BATTLE RATING ★★★★☆

Type: Psychic

Max HP:	Evolution cost:
189	N/A Mew Candy
Max CP:	**Available from Egg:**
3265	N/A

Evolves into BAYLEEF 153

152

CHIKORITA

BATTLE RATING ★☆☆☆☆

Type: Grass

Max HP:	Evolution cost:
113	25 Chikorita Candy
Max CP:	**Available from Egg:**
935	2K

Evolves into MEGANIUM 154

153

BAYLEEF

BATTLE RATING ★★☆☆☆

Type: Grass

Max HP:	Evolution cost:
134	100 Chikorita Candy
Max CP:	**Available from Egg:**
1454	N/A

154

MEGANIUM

BATTLE RATING ★★★☆☆

Type: Grass

Max HP:	Evolution cost:
162	N/A Chikorita Candy
Max CP:	**Available from Egg:**
2410	N/A

Evolves into QUILAVA 156

155

CYNDAQUIL

BATTLE RATING ★☆☆☆☆

Type: Fire

Max HP:	Evolution cost:
105	25 Cyndaquil Candy
Max CP:	**Available from Egg:**
980	2K

Evolves into TYPHLOSION 157

156

QUILAVA

BATTLE RATING ★★☆☆☆

Type: Fire

Max HP:	Evolution cost:
131	100 Cyndaquil Candy

Max CP:	Available from Egg:
1653	N/A

157

TYPHLOSION

BATTLE RATING ★★★★☆

Type: Fire

Max HP:	Evolution cost:
158	N/A Cyndaquil Candy

Max CP:	Available from Egg:
2889	N/A

Evolves into CROCONAW 159

158

TOTODILE

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
120	25 Totodile Candy

Max CP:	Available from Egg:
1131	5K

Evolves into FERALIGATR 160

159

CROCONAW

BATTLE RATING ★★☆☆☆

Type: Water

Max HP:	Evolution cost:
140	100 Totodile Candy

Max CP:	Available from Egg:
1722	N/A

160

FERALIGATR

BATTLE RATING ★★★★☆

Type: Water

Max HP:	Evolution cost:
168	N/A Totodile Candy

Max CP:	Available from Egg:
2857	N/A

Evolves into FURRET 162

161

SENTRET

BATTLE RATING ☆☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
99	25 Sentret Candy

Max CP:	Available from Egg:
618	N/A

162

FURRET

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
168	N/A Sentret Candy

Max CP:	Available from Egg:
1758	N/A

Evolves into NOCTOWL 164

163

HOOTHOOT

BATTLE RATING ☆☆☆☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
134	50 Hoothoot Candy

Max CP:	Available from Egg:
677	N/A

164

NOCTOWL

BATTLE RATING ★★☆☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
189	N/A Hoothoot Candy

Max CP:	Available from Egg:
2024	N/A

Evolves into LEDIAN 166

165

LEDYBA

BATTLE RATING ☆☆☆☆☆

Type: Bug/Flying

Max HP:	Evolution cost:
106	25 Ledyba Candy

Max CP:	Available from Egg:
728	N/A

166

LEDIAN

BATTLE RATING ★☆☆☆☆

Type: Bug/Flying

Max HP:	Evolution cost:
127	N/A Ledyba Candy

Max CP:	Available from Egg:
1346	N/A

Evolves into ARIADOS 168

167

SPINARAK

BATTLE RATING ☆☆☆☆☆

Type: Bug/Poison

Max HP:	Evolution cost:
106	50 Spinarak Candy

Max CP:	Available from Egg:
816	N/A

168

ARIADOS

BATTLE RATING ★★☆☆☆

Type: Bug/Poison

Max HP:	Evolution cost:
147	N/A Spinarak Candy

Max CP:	Available from Egg:
1772	N/A

169

CROBAT

BATTLE RATING ★★★★☆

Type: Poison/Flying

Max HP:	Evolution cost:
168	N/A Zubat Candy

Max CP:	Available from Egg:
2646	N/A

Evolves into LANTURN 171

170

CHINCHOU

BATTLE RATING ★☆☆☆☆

Type: Water/Electric

Max HP:	Evolution cost:
154	50 Chinchou Candy

Max CP:	Available from Egg:
1119	5K

171

LANTURN

BATTLE RATING ★★☆☆☆

Type: Water/Electric

Max HP:	Evolution cost:
223	N/A Chinchou Candy

Max CP:	Available from Egg:
2085	N/A

Evolves into PIKACHU 025

172

PICHU

BATTLE RATING ☆☆☆☆☆

Type: Electric

Max HP:	Evolution cost:
79	25 Pikachu Candy

Max CP:	Available from Egg:
473	7K

Evolves into CLEFAIRY 035

173

CLEFFA

BATTLE RATING ☆☆☆☆☆

Type: Fairy

Max HP:	Evolution cost:
120	25 Clefairy Candy

Max CP:	Available from Egg:
671	7K

Evolves into JIGGLYPUFF 039

174

IGGLYBUFF

BATTLE RATING ☆☆☆☆☆

Type: Normal/Fairy

Max HP:	Evolution cost:
175	25 Jigglypuff Candy
Max CP:	**Available from Egg:**
535	7K

Evolves into TOGETIC 176

175

TOGEPI

BATTLE RATING ☆☆☆☆☆

Type: Fairy

Max HP:	Evolution cost:
99	25 Togepi Candy
Max CP:	**Available from Egg:**
657	7K

Evolves into TOGEKISS 468

176

TOGETIC

BATTLE RATING ★★☆☆☆

Type: Fairy/Flying

Max HP:	Evolution cost:
127	100 Togepi Candy
Max CP:	**Available from Egg:**
1708	N/A

Evolves into XATU 178

177

NATU

BATTLE RATING ★☆☆☆☆

Type: Psychic/Flying

Max HP:	Evolution cost:
106	50 Natu Candy
Max CP:	**Available from Egg:**
1102	5K

178

XATU

BATTLE RATING ★★★☆☆

Type: Psychic/Flying

Max HP:	Evolution cost:
140	N/A Natu Candy
Max CP:	**Available from Egg:**
2188	N/A

Evolves into FLAAFY 180

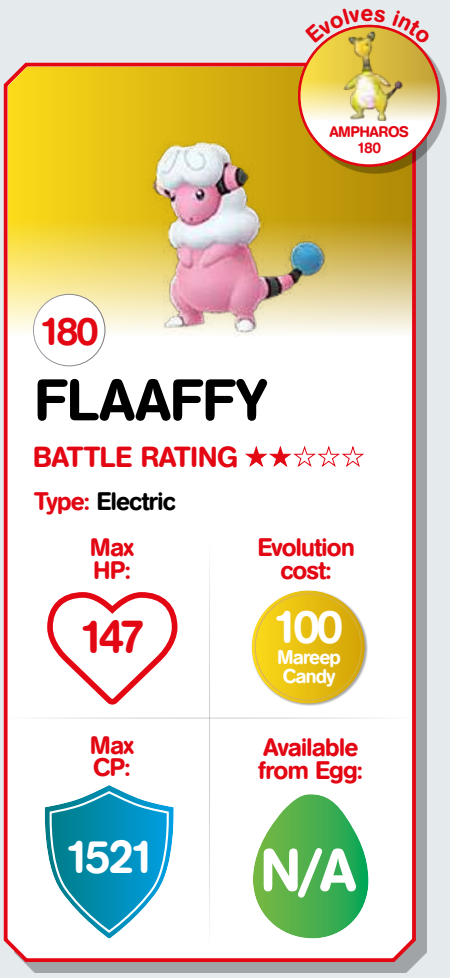
179

MAREEP

BATTLE RATING ★☆☆☆☆

Type: Electric

Max HP:	Evolution cost:
127	25 Mareep Candy
Max CP:	**Available from Egg:**
991	5K



Event Pokémon

They may look different, but do these Pokémon have unique abilities?

Throughout the year, Pokémon GO celebrates holidays or anniversaries of game releases with Events. During these windows of time, there will be Event Pokémon: versions of existing Pokémon with unique visual elements. Some of these versions include simple accessories the Pokémon wear, but others look much more different. For example, during the Pokémon Anniversary event in February 2020, players could catch Clone Pokémon by completing raids. These versions of Venusaur, Charizard and Blastoise had unique patterns on their skin. The vast majority of Event Pokémon have the same stats as their normal form but there are three that come with unique attacks; Pikachu Libre, Flying Pikachu and Armoured Mewtwo.

182

BELLOSSOM

BATTLE RATING ★★★☆☆

Type: Grass

Max HP:	Evolution cost:
154	N/A Oddish Candy

Max CP:	Available from Egg:
2281	N/A

Evolves into

AZUMARILL 184

183

MARILL

BATTLE RATING ☆☆☆☆☆

Type: Water/Fairy

Max HP:	Evolution cost:
147	25 Azurill Candy

Max CP:	Available from Egg:
461	N/A

184

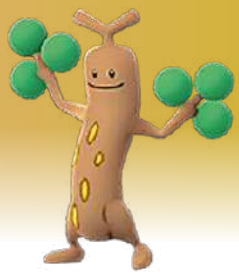
AZUMARILL

BATTLE RATING ★★☆☆☆

Type: Water/Fairy

Max HP:	Evolution cost:
189	N/A Azurill Candy

Max CP:	Available from Egg:
1588	N/A



185

SUDOWOODO

BATTLE RATING ★★★☆☆

Type: Rock

Max HP:	Evolution cost:
147	N/A Bonsly Candy

Max CP:	Available from Egg:
2148	N/A

186

POLITOED

BATTLE RATING ★★★☆☆

Type: Water

Max HP:	Evolution cost:
175	N/A Poliwag Candy

Max CP:	Available from Egg:
2449	N/A

Evolves into

SKIPLOOM 188

187

HOPPIP

BATTLE RATING ☆☆☆☆☆

Type: Grass/Flying

Max HP:	Evolution cost:
99	25 Hoppip Candy

Max CP:	Available from Egg:
600	5K

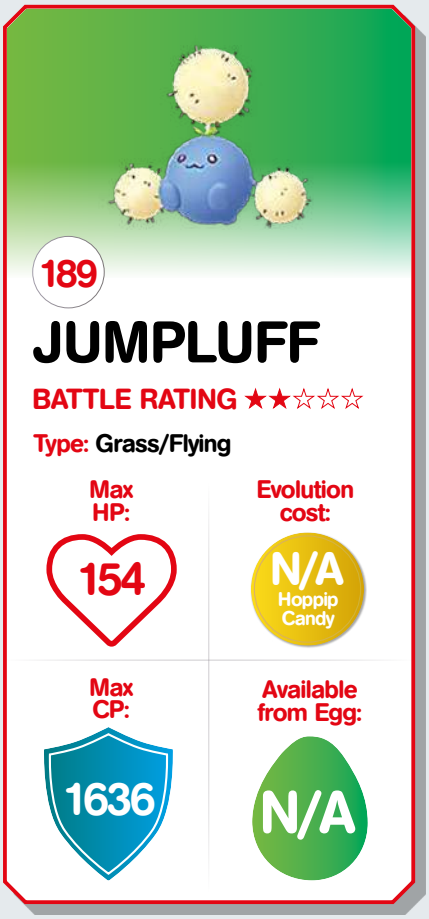
188

SKIPLOOM

BATTLE RATING ★☆☆☆☆

Type: Grass/Flying

Max HP:	Evolution cost:
127	100 Hoppip Candy
Max CP:	**Available from Egg:**
976	N/A



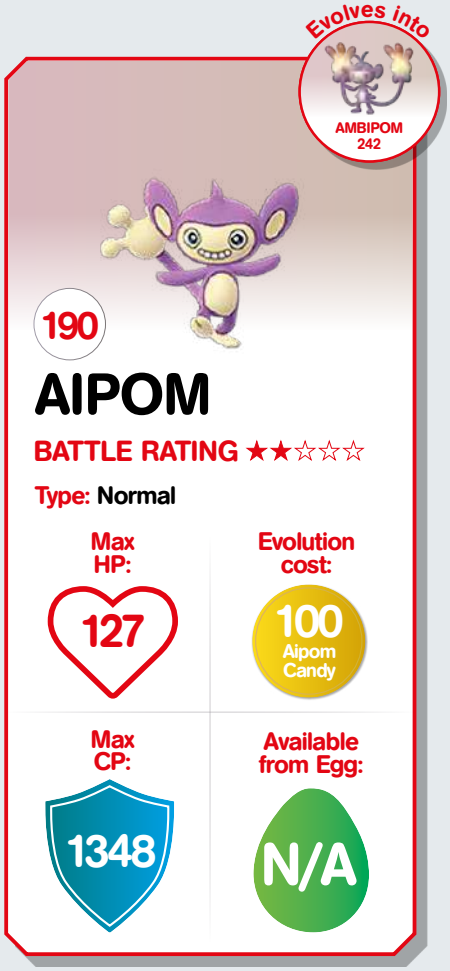
189

JUMPLUFF

BATTLE RATING ★★☆☆☆

Type: Grass/Flying

Max HP:	Evolution cost:
154	N/A Hoppip Candy
Max CP:	**Available from Egg:**
1636	N/A



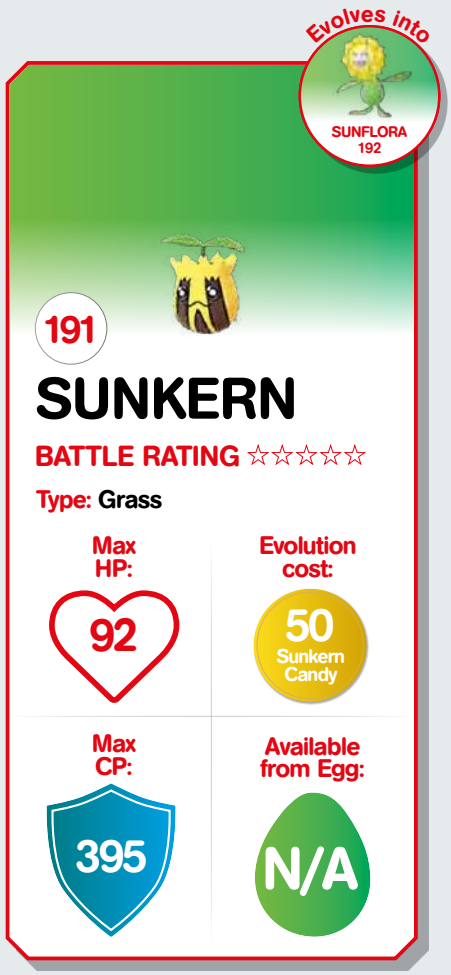
190

AIPOM

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
127	100 Aipom Candy
Max CP:	**Available from Egg:**
1348	N/A



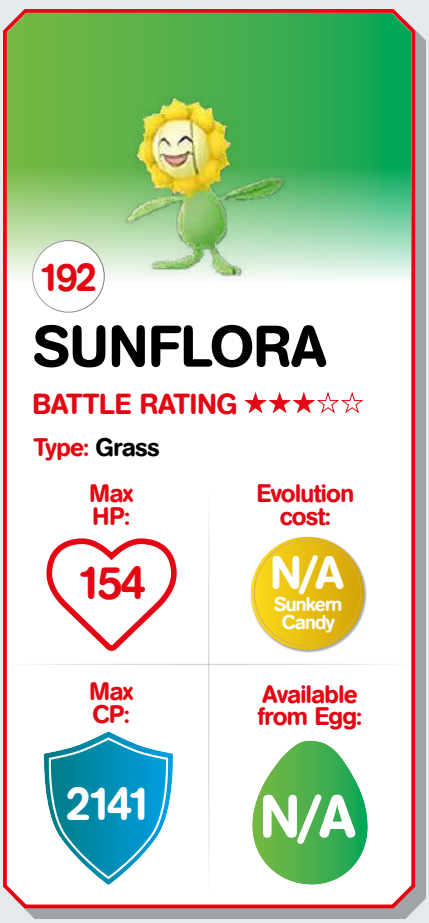
191

SUNKERN

BATTLE RATING ☆☆☆☆☆

Type: Grass

Max HP:	Evolution cost:
92	50 Sunkern Candy
Max CP:	**Available from Egg:**
395	N/A



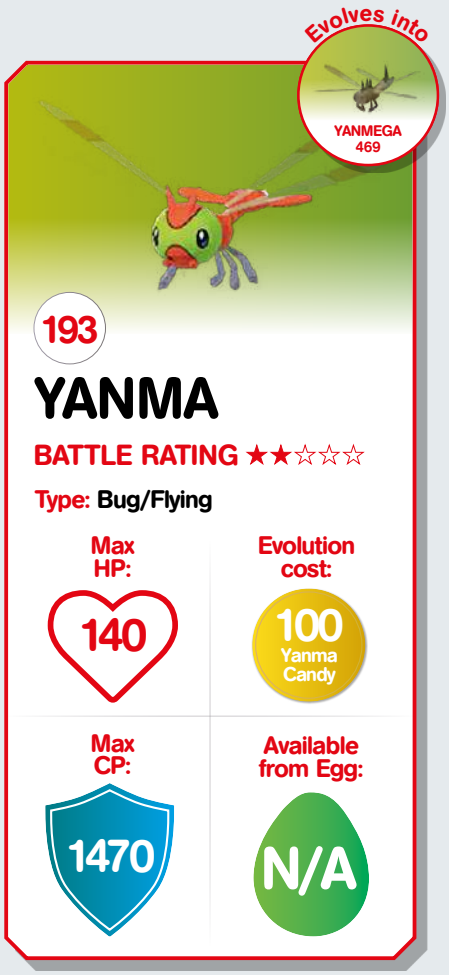
192

SUNFLORA

BATTLE RATING ★★★☆☆

Type: Grass

Max HP:	Evolution cost:
154	N/A Sunkern Candy
Max CP:	**Available from Egg:**
2141	N/A



193

YANMA

BATTLE RATING ★★☆☆☆

Type: Bug/Flying

Max HP:	Evolution cost:
140	100 Yanma Candy
Max CP:	**Available from Egg:**
1470	N/A

Evolves into QUAGSIRE 195

194

WOOPER

BATTLE RATING ☆☆☆☆☆

Type: Water/Ground

Max HP:	Evolution cost:
127	50 Wooper Candy

Max CP:	Available from Egg:
641	5K

195

QUAGSIRE

BATTLE RATING ★★☆☆☆

Type: Water/Ground

Max HP:	Evolution cost:
182	N/A Wooper Candy

Max CP:	Available from Egg:
1992	N/A

Evolves from EEVEE 133

196

ESPEON

BATTLE RATING ★★★★★

Type: Psychic

Max HP:	Evolution cost:
140	N/A Eevee Candy

Max CP:	Available from Egg:
3170	N/A

Evolves from EEVEE 133

197

UMBREON

BATTLE RATING ★★★☆☆

Type: Dark

Max HP:	Evolution cost:
182	N/A Eevee Candy

Max CP:	Available from Egg:
2137	N/A

Evolves into HONCHKROW 430

198

MURKROW

BATTLE RATING ★★☆☆☆

Type: Dark/Flying

Max HP:	Evolution cost:
134	100 Murkrow Candy and Sinnoh Stone

Max CP:	Available from Egg:
1562	5K

199

SLOWKING

BATTLE RATING ★★★★☆

Type: Water/Psychic

Max HP:	Evolution cost:
182	N/A Slowpoke Candy

Max CP:	Available from Egg:
2545	N/A

Evolves into MISMAGIUS 429

200

MISDREAVUS

BATTLE RATING ★★★☆☆

Type: Ghost

Max HP:	Evolution cost:
134	100 Misdreavus Candy and Sinnoh Stone
Max CP:	**Available from Egg:**
1926	5K

201

UNOWN

BATTLE RATING ★☆☆☆☆

Type: Psychic

Max HP:	Evolution cost:
117	N/A Unown Candy
Max CP:	**Available from Egg:**
1185	N/A

202

WOBBUFFET

BATTLE RATING ★☆☆☆☆

Type: Psychic

Max HP:	Evolution cost:
313	N/A Wobbuffet Candy
Max CP:	**Available from Egg:**
1026	N/A

203

GIRAFARIG

BATTLE RATING ★★☆☆☆

Type: Normal/Psychic

Max HP:	Evolution cost:
147	N/A Girafarig Candy
Max CP:	**Available from Egg:**
2046	5K

Evolves into FORRETRESS 205

204

PINECO

BATTLE RATING ★☆☆☆☆

Type: Bug

Max HP:	Evolution cost:
120	50 Pineco Candy
Max CP:	**Available from Egg:**
1108	5K

205

FORRETRESS

BATTLE RATING ★★★☆☆

Type: Bug/Steel

Max HP:	Evolution cost:
154	N/A Pineco Candy
Max CP:	**Available from Egg:**
2282	N/A

206

DUNSPARCE

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
189	N/A Dunsparce Candy

Max CP:	Available from Egg:
1689	5K

Evolves into GLISCOR 472

207

GLIGAR

BATTLE RATING ★★☆☆☆

Type: Ground/Flying

Max HP:	Evolution cost:
140	100 Gligar Candy and Sinnoh Stone

Max CP:	Available from Egg:
1857	5K

208

STEELIX

BATTLE RATING ★★★☆☆

Type: Steel/Ground

Max HP:	Evolution cost:
154	N/A Onix Candy

Max CP:	Available from Egg:
2414	N/A

Evolves into GRANBULL 006

209

SNUBBULL

BATTLE RATING ★☆☆☆☆

Type: Fairy

Max HP:	Evolution cost:
134	50 Snubbull Candy

Max CP:	Available from Egg:
1237	5K

210

GRANBULL

BATTLE RATING ★★★☆☆

Type: Fairy

Max HP:	Evolution cost:
175	N/A Snubbull Candy

Max CP:	Available from Egg:
2552	N/A

211

QWILFISH

BATTLE RATING ★★☆☆☆

Type: Water/Poison

Max HP:	Evolution cost:
140	N/A Qwilfish Candy

Max CP:	Available from Egg:
2051	5K

212

SCIZOR

BATTLE RATING ★★★★☆

Type: Bug/Steel

Max HP:	Evolution cost:
147	N/A Scyther Candy
Max CP:	**Available from Egg:**
3001	N/A

213

SHUCKLE

BATTLE RATING ☆☆☆☆☆

Type: Bug/Rock

Max HP:	Evolution cost:
79	N/A Shuckle Candy
Max CP:	**Available from Egg:**
405	5K

214

HERACROSS

BATTLE RATING ★★★★☆

Type: Bug/Fighting

Max HP:	Evolution cost:
162	N/A Heracross Candy
Max CP:	**Available from Egg:**
3101	N/A

Evolves into

WEAVILE 461

215

SNEASEL

BATTLE RATING ★★★☆☆

Type: Dark/Ice

Max HP:	Evolution cost:
127	100 Sneasel Candy and Sinnoh Stone
Max CP:	**Available from Egg:**
2051	5K

Evolves into

URSARING 217

216

TEDDIURSA

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
134	50 Teddiursa Candy
Max CP:	**Available from Egg:**
1328	5K

217

URSARING

BATTLE RATING ★★★★☆

Type: Normal

Max HP:	Evolution cost:
175	N/A Teddiursa Candy
Max CP:	**Available from Egg:**
2945	N/A

Evolves into MAGCARGO 219

218

SLUGMA

BATTLE RATING ★☆☆☆☆

Type: Fire

Max HP:	Evolution cost:
106	50 Slugma Candy

Max CP:	Available from Egg:
895	N/A

219

MAGCARGO

BATTLE RATING ★★☆☆☆

Type: Fire/Rock

Max HP:	Evolution cost:
120	N/A Slugma Candy

Max CP:	Available from Egg:
1702	N/A

Evolves into PILOSWINE 221

220

SWINUB

BATTLE RATING ☆☆☆☆☆

Type: Ice/Ground

Max HP:	Evolution cost:
120	25 Swinub Candy

Max CP:	Available from Egg:
741	2K

Evolves into MAMOSWINE 473

221

PILOSWINE

BATTLE RATING ★★★☆☆

Type: Ice/Ground

Max HP:	Evolution cost:
189	100 Swinub Candy

Max CP:	Available from Egg:
2345	N/A

222

CORSOLA

BATTLE RATING ★★☆☆☆

Type: Water/Rock

Max HP:	Evolution cost:
127	N/A Corsola Candy

Max CP:	Available from Egg:
1378	N/A

Evolves into OCTILLERY 224

223

REMORAID

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
99	50 Remoraid Candy

Max CP:	Available from Egg:
912	N/A

224

OCTILLERY

BATTLE RATING ★★★☆☆

Type: Water

Max HP:	Evolution cost:
154	N/A Remoraid Candy
Max CP:	**Available from Egg:**
2315	N/A

225

DELIBIRD

BATTLE RATING ★☆☆☆☆

Type: Ice/Flying

Max HP:	Evolution cost:
113	N/A Delibird Candy
Max CP:	**Available from Egg:**
1094	N/A

226

MANTINE

BATTLE RATING ★★★☆☆

Type: Water/Flying

Max HP:	Evolution cost:
140	N/A Mantyke Candy
Max CP:	**Available from Egg:**
2108	N/A

227

SKARMORY

BATTLE RATING ★★★☆☆

Type: Steel/Flying

Max HP:	Evolution cost:
140	N/A Skarmory Candy
Max CP:	**Available from Egg:**
2108	10K

Evolves into

HOUNDOOM 229

228

HOUNDOUR

BATTLE RATING ★★☆☆☆

Type: Dark/Fire

Max HP:	Evolution cost:
113	50 Houndour Candy
Max CP:	**Available from Egg:**
1234	5K

229

HOUNDOOM

BATTLE RATING ★★★★☆

Type: Dark/Fire

Max HP:	Evolution cost:
154	N/A Houndour Candy
Max CP:	**Available from Egg:**
2635	N/A

230

KINGDRA

BATTLE RATING ★★★★☆

Type: Water/Dragon

Max HP:	Evolution cost:
154	N/A Horsea Candy

Max CP:	Available from Egg:
2641	N/A

Evolves into

DONPHAN 232

231

PHANPY

BATTLE RATING ★☆☆☆☆

Type: Ground

Max HP:	Evolution cost:
175	50 Phanpy Candy

Max CP:	Available from Egg:
1206	5K

232

DONPHAN

BATTLE RATING ★★★★☆

Type: Ground

Max HP:	Evolution cost:
175	N/A Phanpy Candy

Max CP:	Available from Egg:
2798	N/A

Evolves into

PORYGON-Z 474

233

PORYGON2

BATTLE RATING ★★★★☆

Type: Normal

Max HP:	Evolution cost:
168	100 Porygon Candy

Max CP:	Available from Egg:
2711	N/A

234

STANTLER

BATTLE RATING ★★★☆☆

Type: Normal

Max HP:	Evolution cost:
151	N/A Stantler Candy

Max CP:	Available from Egg:
2164	N/A

235

SMEARGLE

BATTLE RATING ☆☆☆☆☆

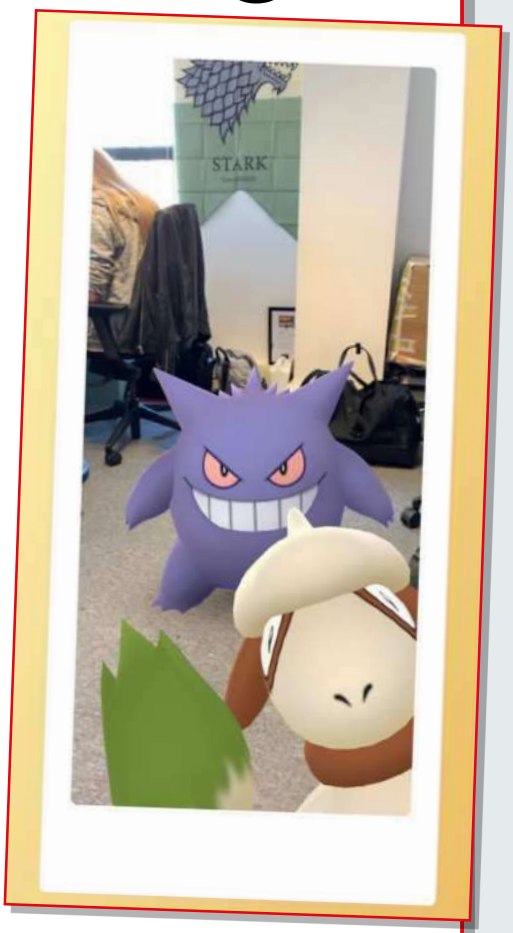
Type: Normal

Max HP:	Evolution cost:
127	N/A Smeargle Candy

Max CP:	Available from Egg:
431	N/A

How to Catch Smeargle

Catching Smeargle involves using the Snapshot Mode feature...



Once you take a photo of one of your beloved Pokémon, there's a chance a Smeargle photobomb it like the crazy canine it is. Here are the steps you need to take to catch a Smeargle:

- In Items, select the Camera followed by any Pokémon, or choose a Pokémon then select the camera icon in the top right corner.
- Take some pictures of your chosen Pokémon, then exit the Camera mode.
- When navigating through your photos in the menu with the yellow background, Smeargle may have photobombed one of them.
- If Smeargle isn't in any of your photos, repeat steps 1-3.
- If Smeargle is in a photo, simply exit out and Smeargle will appear. Tap on it and you'll be taken to the normal catching process for a wild Pokémon.

Tips to get Smeargle in Pokémon Go

- You can only catch one Smeargle per day - this resets at midnight local time, not 24 hours after catching the last Smeargle.
- The Pokémon you take a photo of doesn't influence the chance of Smeargle appearing.
- We don't know the exact chance of Smeargle showing up, so simply rinse and repeat the above steps until it does.
- Smeargle's moveset will be copied from the Pokémon in the photo, so consider using stronger Pokémon if you want to use Smeargle in battle.

Evolves into
EITHER HITMONLEE 106
OR HITMONCHAN 107
OR HITMONTOP 237

236

TYROGUE

BATTLE RATING ☆☆☆☆☆

Type: Fighting

Max HP:	Evolution cost:
99	25 Tyrogue Candy
Max CP:	**Available from Egg:**
492	5K

237

HITMONTOP

BATTLE RATING ★★★☆☆

Type: Fighting

Max HP:	Evolution cost:
120	N/A Tyrogue Candy
Max CP:	**Available from Egg:**
2156	N/A

Evolves into
JINX 124

238

SMOOCHUM

BATTLE RATING ★☆☆☆☆

Type: Ice/Psychic

Max HP:	Evolution cost:
13	25 Jynx Candy
Max CP:	**Available from Egg:**
1291	7K

Evolves into
ELECTABUZZ 125

239

ELEKID

BATTLE RATING ★☆☆☆☆

Type: Electric

Max HP:	Evolution cost:
113	25 Electabuzz Candy
Max CP:	**Available from Egg:**
1206	7K

Evolves into
MAGMAR 126

240

MAGBY

BATTLE RATING ★☆☆☆☆

Type: Fire

Max HP:	Evolution cost:
113	25 Magmar Candy
Max CP:	**Available from Egg:**
1323	7K

241

MILTANK

BATTLE RATING ★★★☆☆

Type: Normal

Max HP:	Evolution cost:
182	N/A Miltank Candy
Max CP:	**Available from Egg:**
2354	10K

242

BLISSEY

BATTLE RATING ★★★★☆

Type: Normal

Max HP:	Evolution cost:
403	N/A Happiny Candy

Max CP:	Available from Egg:
2757	N/A

243

RAIKOU

BATTLE RATING ★★★★★

Type: Electric

Max HP:	Evolution cost:
175	N/A Raikou Candy

Max CP:	Available from Egg:
3452	N/A

244

ENTEI

BATTLE RATING ★★★★★

Type: Fire

Max HP:	Evolution cost:
210	N/A Entei Candy

Max CP:	Available from Egg:
3473	N/A

245

SUICUNE

BATTLE RATING ★★★★☆

Type: Water

Max HP:	Evolution cost:
189	N/A Suicune Candy

Max CP:	Available from Egg:
2983	N/A

Evolves into PUPITAR 247

246

LARVITAR

BATTLE RATING ★☆☆☆☆

Type: Rock/Ground

Max HP:	Evolution cost:
120	25 Larvitar Candy

Max CP:	Available from Egg:
1040	10K

Evolves into TYRANITAR 248

247

PUPITAR

BATTLE RATING ★★☆☆☆

Type: Rock/Ground

Max HP:	Evolution cost:
147	100 Larvitar Candy

Max CP:	Available from Egg:
1766	N/A

248

TYRANITAR

BATTLE RATING ★★★★★

Type: Rock/Dark

Max HP:	Evolution cost:
189	N/A Larvitar Candy
Max CP:	**Available from Egg:**
3834	N/A

249

LUGIA

BATTLE RATING ★★★★★

Type: Psychic/Flying

Max HP:	Evolution cost:
197	N/A Lugia Candy
Max CP:	**Available from Egg:**
3703	N/A

250

HO-OH

BATTLE RATING ★★★★★

Type: Fire/Flying

Max HP:	Evolution cost:
180	N/A Ho-Oh Candy
Max CP:	**Available from Egg:**
3863	N/A

251

CELEBI

BATTLE RATING ★★★★☆

Type: Psychic/Grass

Max HP:	Evolution cost:
189	N/A Celebi Candy
Max CP:	**Available from Egg:**
3265	N/A

Evolves into GROVYLE 253

252

TREECKO

BATTLE RATING ★☆☆☆☆

Type: Grass

Max HP:	Evolution cost:
106	25 Treecko Candy
Max CP:	**Available from Egg:**
1053	2K

Evolves into SCEPTILE 254

253

GROVYLE

BATTLE RATING ★★☆☆☆

Type: Grass

Max HP:	Evolution cost:
120	100 Treecko Candy
Max CP:	**Available from Egg:**
1673	N/A

254

SCEPTILE

BATTLE RATING ★★★★☆

Type: Grass

Max HP:	Evolution cost:
147	N/A Treecko Candy
Max CP:	**Available from Egg:**
2757	N/A

Evolves into

COMBUSKEN 256

255

TORCHIC

BATTLE RATING ★☆☆☆☆

Type: Fire

Max HP:	Evolution cost:
113	25 Torchic Candy
Max CP:	**Available from Egg:**
1093	2K

Evolves into

BLAZIKEN 257

256

COMBUSKEN

BATTLE RATING ★★☆☆☆

Type: Fire/Fighting

Max HP:	Evolution cost:
134	100 Torchic Candy
Max CP:	**Available from Egg:**
1652	N/A

257

BLAZIKEN

BATTLE RATING ★★★★☆

Type: Fire/Fighting

Max HP:	Evolution cost:
162	N/A Torchic Candy
Max CP:	**Available from Egg:**
2848	N/A

Evolves into

MARSHTOMP 259

258

MUDKIP

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
120	25 Mudkip Candy
Max CP:	**Available from Egg:**
1128	2K

Evolves into

SWAMPERT 260

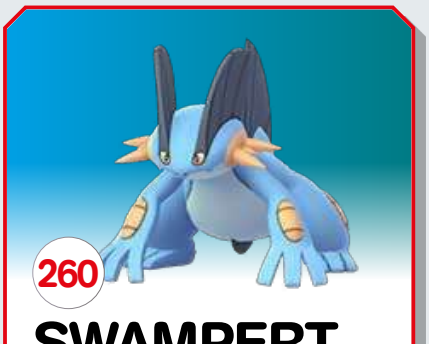
259

MARSHTOMP

BATTLE RATING ★★☆☆☆

Type: Water/Ground

Max HP:	Evolution cost:
147	100 Mudkip Candy
Max CP:	**Available from Egg:**
1776	N/A



260

SWAMPERT

BATTLE RATING ★★★★☆

Type: Water/Ground

Max HP:	Evolution cost:
189	N/A Mudkip Candy

Max CP:	Available from Egg:
2974	N/A

Evolves into

MIGHTYENA 262

261

POOCHYENA

BATTLE RATING ☆☆☆☆☆

Type: Dark

Max HP:	Evolution cost:
99	50 Poochyena Candy

Max CP:	Available from Egg:
678	N/A

262

MIGHTYENA

BATTLE RATING ★★☆☆☆

Type: Dark

Max HP:	Evolution cost:
147	N/A Poochyena Candy

Max CP:	Available from Egg:
1926	N/A

Evolves into

LINOONE 263

263

ZIGZAGOON

BATTLE RATING ☆☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
103	50 Zigzagoon Candy

Max CP:	Available from Egg:
508	N/A

264

LINOONE

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
158	N/A Zigzagoon Candy

Max CP:	Available from Egg:
1662	N/A

Evolves into

SILCOON 266

CASCOON 268

265

WURMPLE

BATTLE RATING ☆☆☆☆☆

Type: Bug

Max HP:	Evolution cost:
113	12 Wurmple Candy

Max CP:	Available from Egg:
578	N/A

Evolves into BEAUTIFLY 267

266

SILCOON

BATTLE RATING ☆☆☆☆☆

Type: Bug

Max HP:	Evolution cost:
120	50 Wurmple Candy
Max CP:	**Available from Egg:**
553	N/A

267

BEAUTIFLY

BATTLE RATING ★★☆☆☆

Type: Bug/Flying

Max HP:	Evolution cost:
134	N/A Wurmple Candy
Max CP:	**Available from Egg:**
1765	N/A

Evolves into DUSTOX 269

268

CASCOON

BATTLE RATING ☆☆☆☆☆

Type: Bug

Max HP:	Evolution cost:
120	50 Wurmple Candy
Max CP:	**Available from Egg:**
553	N/A

269

DUSTOX

BATTLE RATING ★☆☆☆☆

Type: Bug/Poison

Max HP:	Evolution cost:
134	N/A Wurmple Candy
Max CP:	**Available from Egg:**
1224	N/A

Evolves into LOMBRE 271

270

LOTAD

BATTLE RATING ☆☆☆☆☆

Type: Water/Grass

Max HP:	Evolution cost:
106	25 Lotad Candy
Max CP:	**Available from Egg:**
598	5K

Evolves into LUDICOLO 272

271

LOMBRE

BATTLE RATING ★☆☆☆☆

Type: Water/Grass

Max HP:	Evolution cost:
134	100 Lotad Candy
Max CP:	**Available from Egg:**
1197	N/A

272

LUDICOLO

BATTLE RATING ★★★☆☆

Type: Water/Grass

Max HP:	Evolution cost:
162	N/A Lotad Candy
Max CP:	**Available from Egg:**
2323	N/A

Evolves into

NUZLEAF 274

273

SEEDOT

BATTLE RATING ☆☆☆☆☆

Type: Grass

Max HP:	Evolution cost:
106	25 Seedot Candy
Max CP:	**Available from Egg:**
598	N/A

Evolves into

SHIFTRY 275

274

NUZLEAF

BATTLE RATING ★☆☆☆☆

Type: Grass/Dark

Max HP:	Evolution cost:
147	100 Seedot Candy
Max CP:	**Available from Egg:**
1227	N/A

275

SHIFTRY

BATTLE RATING ★★★☆☆

Type: Grass/Dark

Max HP:	Evolution cost:
175	N/A Seedot Candy
Max CP:	**Available from Egg:**
2333	N/A

Evolves into

SWELLOW 277

276

TAILLOW

BATTLE RATING ★☆☆☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
106	50 Taillow Candy
Max CP:	**Available from Egg:**
765	N/A

277

SWELLOW

BATTLE RATING ★★☆☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
134	N/A Taillow Candy
Max CP:	**Available from Egg:**
1920	N/A

Evolves into PELIPPER 279

278

WINGULL

BATTLE RATING ★☆☆☆☆

Type: Water/Flying

Max HP:	Evolution cost:
106	50 Wingull Candy

Max CP:	Available from Egg:
765	N/A

279

PELIPPER

BATTLE RATING ★★★☆☆

Type: Water/Flying

Max HP:	Evolution cost:
134	N/A Wingull Candy

Max CP:	Available from Egg:
2127	N/A

Evolves into KIRLIA 281

280

RALTS

BATTLE RATING ☆☆☆☆☆

Type: Psychic/Fairy

Max HP:	Evolution cost:
90	25 Ralts Candy

Max CP:	Available from Egg:
539	10K

Evolves into GARDEVOIR 282

281

KIRLIA

BATTLE RATING ★☆☆☆☆

Type: Psychic/Fairy

Max HP:	Evolution cost:
103	100 Ralts Candy

Max CP:	Available from Egg:
966	N/A

282

GARDEVOIR

BATTLE RATING ★★★★☆

Type: Psychic/Fairy

Max HP:	Evolution cost:
145	N/A Ralts Candy

Max CP:	Available from Egg:
3093	N/A

Evolves into MASQUERAIN 284

283

SURSKIT

BATTLE RATING ★☆☆☆☆

Type: Bug/Water

Max HP:	Evolution cost:
106	50 Surskit Candy

Max CP:	Available from Egg:
791	N/A

284

MASQUERAIN

BATTLE RATING ★★☆☆☆

Type: Bug/Flying

Max HP:	Evolution cost:
147	N/A Surskit Candy

Max CP:	Available from Egg:
2270	N/A

Evolves into BRELOOM 286

285

SHROOMISH

BATTLE RATING ★☆☆☆☆

Type: Grass

Max HP:	Evolution cost:
134	50 Shroomish Candy

Max CP:	Available from Egg:
810	N/A

286

BRELOOM

BATTLE RATING ★★★☆☆

Type: Grass/Fighting

Max HP:	Evolution cost:
134	N/A Shroomish Candy

Max CP:	Available from Egg:
2628	N/A

Evolves into VIGOROTH 288

287

SLAKOTH

BATTLE RATING ☆☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
134	25 Slakoth Candy

Max CP:	Available from Egg:
1002	10K

Evolves into SLAKING 289

288

VIGOROTH

BATTLE RATING ★★★☆☆

Type: Normal

Max HP:	Evolution cost:
162	100 Slakoth Candy

Max CP:	Available from Egg:
1968	N/A

289

SLAKING

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
236	N/A Slakoth Candy

Max CP:	Available from Egg:
4431	N/A

Evolves into NINKASK 291

290

NINCADA

BATTLE RATING ★☆☆☆☆

Type: Bug/Ground

Max HP:	Evolution cost:
94	50 Nincada Candy
Max CP:	**Available from Egg:**
768	10K

291

NINJASK

BATTLE RATING ★★★☆☆

Type: Bug/Flying

Max HP:	Evolution cost:
135	N/A Nincada Candy
Max CP:	**Available from Egg:**
1969	N/A

292

SHEDINJA

BATTLE RATING ☆☆☆☆☆

Type: Bug/Ghost

Max HP:	Evolution cost:
12	N/A Nincada Candy
Max CP:	**Available from Egg:**
393	N/A

Evolves into LOUDRED 294

293

WHISMUR

BATTLE RATING ☆☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
139	12 Whismur Candy
Max CP:	**Available from Egg:**
671	N/A

Evolves into EXPLOUD 295

294

LOUDRED

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
167	50 Whismur Candy
Max CP:	**Available from Egg:**
1327	N/A

295

EXPLOUD

BATTLE RATING ★★★☆☆

Type: Normal

Max HP:	Evolution cost:
195	N/A Whismur Candy
Max CP:	**Available from Egg:**
2347	N/A

Evolves into HARIYAMA 297

296

MAKUHITA

BATTLE RATING ★☆☆☆☆

Type: Fighting

Max HP:	Evolution cost:
150	50 Makuhita Candy

Max CP:	Available from Egg:
817	2K

297

HARIYAMA

BATTLE RATING ★★★★☆

Type: Fighting

Max HP:	Evolution cost:
250	N/A Makuhita Candy

Max CP:	Available from Egg:
2829	N/A

Evolves into MARILL 183

298

AZURILL

BATTLE RATING ☆☆☆☆☆

Type: Normal/Fairy

Max HP:	Evolution cost:
120	25 Azurill Candy

Max CP:	Available from Egg:
364	5K

Evolves into PROBOPASS 476

299

NOSEPASS

BATTLE RATING ★☆☆☆☆

Type: Rock

Max HP:	Evolution cost:
92	50 Nosepass Candy

Max CP:	Available from Egg:
993	5K

Evolves into DELCATTY 301

300

SKITTY

BATTLE RATING ★☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
120	50 Skitty Candy

Max CP:	Available from Egg:
739	N/A

301

DELCATTY

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
147	N/A Skitty Candy

Max CP:	Available from Egg:
1496	N/A

302

SABLEYE

BATTLE RATING ★★☆☆☆

Type: Dark/Ghost

Max HP:	Evolution cost:
120	N/A Sableye Candy

Max CP:	Available from Egg:
1476	10K

303

MAWILE

BATTLE RATING ★★☆☆☆

Type: Steel/Fairy

Max HP:	Evolution cost:
120	N/A Mawile Candy

Max CP:	Available from Egg:
1634	10K

Evolves into

LAIRON 305

304

ARON

BATTLE RATING ★☆☆☆☆

Type: Steel/Rock

Max HP:	Evolution cost:
120	25 Aron Candy

Max CP:	Available from Egg:
1307	2K

Evolves into

AGGRON 306

305

LAIRON

BATTLE RATING ★★☆☆☆

Type: Steel/Rock

Max HP:	Evolution cost:
134	100 Aron Candy

Max CP:	Available from Egg:
2056	N/A

306

AGGRON

BATTLE RATING ★★★★☆

Type: Steel/Rock

Max HP:	Evolution cost:
147	N/A Aron Candy

Max CP:	Available from Egg:
3000	N/A

Evolves into

MEDICHAM 308

307

MEDITITE

BATTLE RATING ★☆☆☆☆

Type: Fighting/Psychic

Max HP:	Evolution cost:
92	50 Meditite Candy

Max CP:	Available from Egg:
693	2K

308

MEDICHAM

BATTLE RATING ★★☆☆☆

Type: Fighting/Psychic

Max HP:	Evolution cost:
134	N/A Meditite Candy
Max CP:	**Available from Egg:**
1431	N/A

Evolves into MANECTRIC 310

309

ELECTRIKE

BATTLE RATING ★☆☆☆☆

Type: Electric

Max HP:	Evolution cost:
106	50 Electrike Candy
Max CP:	**Available from Egg:**
965	N/A

310

MANECTRIC

BATTLE RATING ★★★☆☆

Type: Electric

Max HP:	Evolution cost:
147	N/A Electrike Candy
Max CP:	**Available from Egg:**
2340	N/A

311

PLUSLE

BATTLE RATING ★★☆☆☆

Type: Electric

Max HP:	Evolution cost:
134	N/A Plusle Candy
Max CP:	**Available from Egg:**
1778	N/A

312

MINUN

BATTLE RATING ★★☆☆☆

Type: Electric

Max HP:	Evolution cost:
134	N/A Minun Candy
Max CP:	**Available from Egg:**
1694	N/A

313

VOLBEAT

BATTLE RATING ★★☆☆☆

Type: Bug

Max HP:	Evolution cost:
140	N/A Volbeat Candy
Max CP:	**Available from Egg:**
1771	5K

314

ILLUMISE

BATTLE RATING ★★☆☆☆

Type: Bug

Max HP:	Evolution cost:
140	N/A Illumise Candy

Max CP:	Available from Egg:
1771	N/A

Evolves into ROSERADE 407

315

ROSELIA

BATTLE RATING ★★☆☆☆

Type: Grass/Poison

Max HP:	Evolution cost:
120	100 Budew Candy and Sinnoh Stone

Max CP:	Available from Egg:
1870	N/A

Evolves into SWALOT 317

316

GULPIN

BATTLE RATING ★☆☆☆☆

Type: Poison

Max HP:	Evolution cost:
147	50 Gulpin Candy

Max CP:	Available from Egg:
866	N/A

317

SWALOT

BATTLE RATING ★★☆☆☆

Type: Poison

Max HP:	Evolution cost:
189	N/A Gulpin Candy

Max CP:	Available from Egg:
1978	N/A

Evolves into SHARPEDO 319

318

CARVANHA

BATTLE RATING ★☆☆☆☆

Type: Water/Dark

Max HP:	Evolution cost:
113	50 Carvanha Candy

Max CP:	Available from Egg:
1020	5K

319

SHARPEDO

BATTLE RATING ★★★☆☆

Type: Water/Dark

Max HP:	Evolution cost:
147	N/A Carvanha Candy

Max CP:	Available from Egg:
2181	N/A

320

WAILMER

BATTLE RATING ★★☆☆☆

Type: Water

Max HP:	Evolution cost:
230	400 Wailmer Candy
Max CP:	**Available from Egg:**
1468	2K

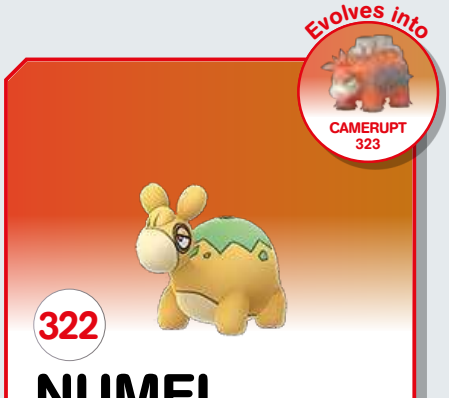
321

WAILORD

BATTLE RATING ★★☆☆☆

Type: Water

Max HP:	Evolution cost:
286	N/A Wailmer Candy
Max CP:	**Available from Egg:**
2280	N/A



322

NUMEL

BATTLE RATING ★☆☆☆☆

Type: Fire/Ground

Max HP:	Evolution cost:
134	50 Numel Candy
Max CP:	**Available from Egg:**
1057	N/A

323

CAMERUPT

BATTLE RATING ★★☆☆☆

Type: Fire/Ground

Max HP:	Evolution cost:
147	N/A Numel Candy
Max CP:	**Available from Egg:**
2193	N/A

324

TORKOAL

BATTLE RATING ★★★☆☆

Type: Fire

Max HP:	Evolution cost:
147	N/A Torkoal Candy
Max CP:	**Available from Egg:**
2093	N/A

325

SPOINK

BATTLE RATING ★☆☆☆☆

Type: Psychic

Max HP:	Evolution cost:
134	50 Spoink Candy
Max CP:	**Available from Egg:**
1334	2K

326

GRUMPIG

BATTLE RATING ★★★☆☆

Type: Psychic

Max HP:	Evolution cost:
162	N/A Spoink Candy

Max CP:	Available from Egg:
2369	N/A

327

SPINDA

BATTLE RATING ★☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
134	N/A Spinda Candy

Max CP:	Available from Egg:
1220	N/A

Evolves into VIBRAVA 329

328

TRAPINCH

BATTLE RATING ★☆☆☆☆

Type: Ground

Max HP:	Evolution cost:
113	25 Trapinch Candy

Max CP:	Available from Egg:
1274	5K

Evolves into FLYGON 330

329

VIBRAVA

BATTLE RATING ★★☆☆☆

Type: Ground/Dragon

Max HP:	Evolution cost:
120	100 Trapinch Candy

Max CP:	Available from Egg:
1225	N/A

330

FLYGON

BATTLE RATING ★★★★☆

Type: Ground/Dragon

Max HP:	Evolution cost:
162	N/A Trapinch Candy

Max CP:	Available from Egg:
2661	N/A

Evolves into CACTURNE 332

331

CACNEA

BATTLE RATING ★☆☆☆☆

Type: Grass

Max HP:	Evolution cost:
120	50 Cacnea Candy

Max CP:	Available from Egg:
1242	5K

332

CACTURNE

BATTLE RATING ★★★☆☆

Type: Grass/Dark

Max HP:	Evolution cost:
147	N/A Cacnea Candy
Max CP:	**Available from Egg:**
2298	N/A

Evolves into

ALTARIA 011

333

SWABLU

BATTLE RATING ★☆☆☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
113	400 Swablu Candy
Max CP:	**Available from Egg:**
824	2K

334

ALTARIA

BATTLE RATING ★★★☆☆

Type: Dragon/Flying

Max HP:	Evolution cost:
154	N/A Swablu Candy
Max CP:	**Available from Egg:**
2004	N/A

335

ZANGOOSE

BATTLE RATING ★★★☆☆

Type: Normal

Max HP:	Evolution cost:
151	N/A Zangoose Candy
Max CP:	**Available from Egg:**
2418	N/A

336

SEVIPER

BATTLE RATING ★★★☆☆

Type: Poison

Max HP:	Evolution cost:
151	N/A Seviper Candy
Max CP:	**Available from Egg:**
2105	N/A

337

LUNATONE

BATTLE RATING ★★★☆☆

Type: Rock/Psychic

Max HP:	Evolution cost:
175	N/A Lunatone Candy
Max CP:	**Available from Egg:**
2327	N/A

338

SOLROCK

BATTLE RATING ★★★☆☆

Type: Rock/Psychic

Max HP:	Evolution cost:
175	N/A Solrock Candy

Max CP:	Available from Egg:
2327	N/A

Evolves into

WHISCASH 340

339

BARBOACH

BATTLE RATING ★☆☆☆☆

Type: Water/Ground

Max HP:	Evolution cost:
120	50 Barboach Candy

Max CP:	Available from Egg:
819	2K

340

WHISCASH

BATTLE RATING ★★★☆☆

Type: Water/Ground

Max HP:	Evolution cost:
203	N/A Barboach Candy

Max CP:	Available from Egg:
2075	N/A

Evolves into

CRAWDAUNT 342

341

CORPHISH

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
110	50 Corphish Candy

Max CP:	Available from Egg:
1230	5K

342

CRAWDAUNT

BATTLE RATING ★★★☆☆

Type: Water/Dark

Max HP:	Evolution cost:
138	N/A Corphish Candy

Max CP:	Available from Egg:
2474	N/A

Evolves into

CLAYDOL 344

343

BALTOY

BATTLE RATING ★☆☆☆☆

Type: Ground/Psychic

Max HP:	Evolution cost:
106	50 Baltoy Candy

Max CP:	Available from Egg:
787	5K

344

CLAYDOL

BATTLE RATING ★★☆☆☆

Type: Ground/Psychic

Max HP:	Evolution cost:
134	N/A Baltoy Candy

Max CP:	Available from Egg:
1971	N/A

Evolves into CRADILY 346

345

LILEEP

BATTLE RATING ★☆☆☆☆

Type: Rock/Grass

Max HP:	Evolution cost:
142	50 Lileep Candy

Max CP:	Available from Egg:
1291	N/A

346

CRADILY

BATTLE RATING ★★★☆☆

Type: Rock/Grass

Max HP:	Evolution cost:
169	N/A Lileep Candy

Max CP:	Available from Egg:
2211	N/A

Evolves into ARMALDO 348

347

ANORITH

BATTLE RATING ★★☆☆☆

Type: Rock/Bug

Max HP:	Evolution cost:
113	50 Anorith Candy

Max CP:	Available from Egg:
1529	5K

348

ARMALDO

BATTLE RATING ★★★★☆

Type: Rock/Bug

Max HP:	Evolution cost:
154	N/A Anorith Candy

Max CP:	Available from Egg:
2848	N/A

Evolves into MILOTIC 350

349

FEEBAS

BATTLE RATING ☆☆☆☆☆

Type: Water

Max HP:	Evolution cost:
79	100 Feebas Candy

Max CP:	Available from Egg:
274	10K

350

MILOTIC

BATTLE RATING ★★★★★

Type: Water

Max HP:	Evolution cost:
182	N/A Feebas Candy
Max CP:	**Available from Egg:**
3005	N/A

351

CASTFORM

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
147	N/A Castform Candy
Max CP:	**Available from Egg:**
1632	N/A

352

KECLEON

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
134	N/A Kecleon Candy
Max CP:	**Available from Egg:**
2047	N/A

Evolves into BANETTE 354

353

SHUPPET

BATTLE RATING ★☆☆☆☆

Type: Ghost

Max HP:	Evolution cost:
112	50 Shuppet Candy
Max CP:	**Available from Egg:**
1018	5K

354

BANETTE

BATTLE RATING ★★★☆☆

Type: Ghost

Max HP:	Evolution cost:
139	N/A Shuppet Candy
Max CP:	**Available from Egg:**
2298	N/A

Evolves into DUSCLOPS 356

355

DUSKULL

BATTLE RATING ★☆☆☆☆

Type: Ghost

Max HP:	Evolution cost:
79	25 Duskull Candy
Max CP:	**Available from Egg:**
709	5K

Evolves into DUSKNOIR 477

356

DUSCLOPS

BATTLE RATING ★★☆☆☆

Type: Ghost

Max HP:	Evolution cost:
106	100 Duskull Candy
Max CP:	**Available from Egg:**
1591	N/A

357

TROPIUS

BATTLE RATING ★★☆☆☆

Type: Grass/Flying

Max HP:	Evolution cost:
188	N/A Tropius Candy
Max CP:	**Available from Egg:**
1941	N/A

358

CHIMECHO

BATTLE RATING ★★★☆☆

Type: Psychic

Max HP:	Evolution cost:
154	N/A Chingling Candy
Max CP:	**Available from Egg:**
2259	N/A

359

ABSOL

BATTLE RATING ★★★☆☆

Type: Dark

Max HP:	Evolution cost:
140	N/A Absol Candy
Max CP:	**Available from Egg:**
2526	N/A

Evolves into WOBBUFFET 202

360

WYNAUT

BATTLE RATING ☆☆☆☆☆

Type: Psychic

Max HP:	Evolution cost:
182	25 Wynaut Candy
Max CP:	**Available from Egg:**
534	7K

Evolves into GLALIE 362

361

SNORUNT

BATTLE RATING ★☆☆☆☆

Type: Ice

Max HP:	Evolution cost:
120	100 Snorunt Candy
Max CP:	**Available from Egg:**
888	5K

362

GLALIE

BATTLE RATING ★★★☆☆

Type: Ice

Max HP:	Evolution cost:
162	N/A Snorunt Candy

Max CP:	Available from Egg:
2105	N/A

Evolves into SEALEO 364

363

SPHEAL

BATTLE RATING ★☆☆☆☆

Type: Ice/Water

Max HP:	Evolution cost:
147	25 Spheal Candy

Max CP:	Available from Egg:
962	2K

Evolves into WALREIN 365

364

SEALEO

BATTLE RATING ★★☆☆☆

Type: Ice/Water

Max HP:	Evolution cost:
175	100 Spheal Candy

Max CP:	Available from Egg:
1714	N/A

365

WALREIN

BATTLE RATING ★★★★☆

Type: Ice/Water

Max HP:	Evolution cost:
203	N/A Spheal Candy

Max CP:	Available from Egg:
2726	N/A

Evolves into EITHER HUNTAIL 367 OR GOREBYSS 368

366

CLAMPERL

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
99	50 Clamperl Candy

Max CP:	Available from Egg:
1270	5K

367

HUNTAIL

BATTLE RATING ★★★☆☆

Type: Water

Max HP:	Evolution cost:
127	N/A Clamperl Candy

Max CP:	Available from Egg:
2340	N/A

368

GOREBYSS

BATTLE RATING ★★★☆☆

Type: Water

Max HP:	Evolution cost:
127	N/A Clamperl Candy

Max CP:	Available from Egg:
2494	N/A

369

RELICANTH

BATTLE RATING ★★★☆☆

Type: Water/Rock

Max HP:	Evolution cost:
189	N/A Relicanth Candy

Max CP:	Available from Egg:
2528	N/A

370

LUVDISC

BATTLE RATING ☆☆☆☆☆

Type: Water

Max HP:	Evolution cost:
848	N/A Luvdisc Candy

Max CP:	Available from Egg:
110	2K

Evolves into SHELGON 372

371

BAGON

BATTLE RATING ★☆☆☆☆

Type: Dragon

Max HP:	Evolution cost:
113	25 Bagon Candy

Max CP:	Available from Egg:
1156	10K

Evolves into SALAMENCE 373

372

SHELGON

BATTLE RATING ★★☆☆☆

Type: Dragon

Max HP:	Evolution cost:
140	100 Bagon Candy

Max CP:	Available from Egg:
2031	N/A

373

SALAMENCE

BATTLE RATING ★★★★★

Type: Dragon/Flying

Max HP:	Evolution cost:
182	N/A Bagon Candy

Max CP:	Available from Egg:
3749	N/A

Evolves into METANG 375

374

BELDUM

BATTLE RATING ★☆☆☆☆

Type: Steel/Psychic

Max HP:	Evolution cost:
106	25 Beldum Candy
Max CP:	**Available from Egg:**
976	10K

Evolves into METAGROSS 376

375

METANG

BATTLE RATING ★★☆☆☆

Type: Steel/Psychic

Max HP:	Evolution cost:
134	100 Beldum Candy
Max CP:	**Available from Egg:**
1721	N/A

376

METAGROSS

BATTLE RATING ★★★★★

Type: Steel/Psychic

Max HP:	Evolution cost:
162	N/A Beldum Candy
Max CP:	**Available from Egg:**
3791	N/A

377

REGIROCK

BATTLE RATING ★★★★☆

Type: Rock

Max HP:	Evolution cost:
162	N/A Regirock Candy
Max CP:	**Available from Egg:**
3122	N/A

378

REGICE

BATTLE RATING ★★★★☆

Type: Ice

Max HP:	Evolution cost:
162	N/A Regice Candy
Max CP:	**Available from Egg:**
3122	N/A

379

REGISTEEL

BATTLE RATING ★★★★☆

Type: Steel

Max HP:	Evolution cost:
162	N/A Registeel Candy
Max CP:	**Available from Egg:**
2447	N/A

380

LATIAS

BATTLE RATING ★★★★★

Type: Dragon/Psychic

Max HP:	Evolution cost:
162	N/A Latias Candy
Max CP:	**Available from Egg:**
3510	N/A

381

LATIOS

BATTLE RATING ★★★★★

Type: Dragon/Psychic

Max HP:	Evolution cost:
162	N/A Latios Candy
Max CP:	**Available from Egg:**
3812	N/A

382

KYOGRE

BATTLE RATING ★★★★★

Type: Water

Max HP:	Evolution cost:
173	N/A Kyogre Candy
Max CP:	**Available from Egg:**
4115	N/A

Pokémon with different forms

Are there more differences than just their appearance?

There are a number of Pokémon that have different forms in Pokémon GO. For some, these differences can be just cosmetic while in others they can be a completely different Types. Here's some of the ones to look out for.

PIKACHU

Pikachu's tail will look different depending on if the Pokémon is male or female, and there are several costume variants.

SPINDA

There are 20 different variants of Spinda currently in the game – 40 if you include the Shiny versions but they're all cosmetic.

CASTFORM

These change depending on the weather but the only difference is their Type. For example, rain will produce the Water type.

BURMY

There are three versions of Burmy and the colour of it will change the evolution, Wormadam's, Type.

CHERRIM

Similar to Castform, this Pokémon changes its appearance depending on whether it is sunny or raining.

SHELLOS

You will find the pink Shellos if you live in the Western Hemisphere while the blue can only be found in the Eastern.

383

GROUDON

BATTLE RATING ★★★★★

Type: Ground

Max HP:	Evolution cost:
173	N/A Groudon Candy

Max CP:	Available from Egg:
4115	N/A

384

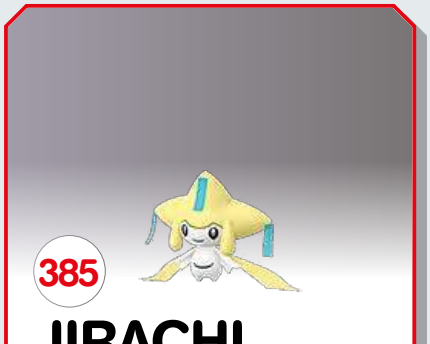
RAYQUAZA

BATTLE RATING ★★★★★

Type: Dragon/Flying

Max HP:	Evolution cost:
180	N/A Rayquaza Candy

Max CP:	Available from Egg:
3835	N/A



385

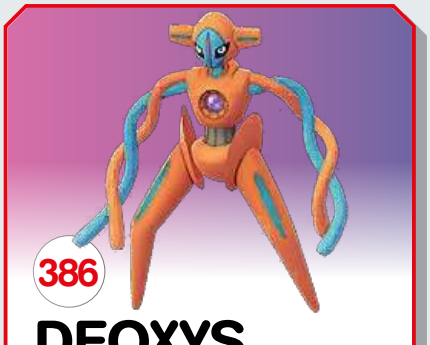
JIRACHI

BATTLE RATING ★★★★☆

Type: Steel/Psychic

Max HP:	Evolution cost:
189	N/A Jirachi Candy

Max CP:	Available from Egg:
3265	N/A



386

DEOXYS

BATTLE RATING ★★★★☆

Type: Psychic

Max HP:	Evolution cost:
120	N/A Deoxys Candy

Max CP:	Available from Egg:
3160	N/A

387

TURTWIG

BATTLE RATING ★☆☆☆☆

Type: Grass

Max HP:	Evolution cost:
127	25 Turtwig Candy

Max CP:	Available from Egg:
1187	5K

388

GROTLE

BATTLE RATING ★★☆☆☆

Type: Grass

Max HP:	Evolution cost:
154	100 Turtwig Candy

Max CP:	Available from Egg:
1890	N/A

389

TORTERRA

BATTLE RATING ★★★★☆

Type: Grass/Ground

Max HP:	Evolution cost:
182	N/A Turtwig Candy
Max CP:	**Available from Egg:**
2934	N/A

Evolves into MONFERNO 391

390

CHIMCHAR

BATTLE RATING ★☆☆☆☆

Type: Fire

Max HP:	Evolution cost:
112	25 Chimchar Candy
Max CP:	**Available from Egg:**
957	5K

Evolves into INFERNAPE 392

391

MONFERNO

BATTLE RATING ★★☆☆☆

Type: Fire/fighting

Max HP:	Evolution cost:
139	100 Chimchar Candy
Max CP:	**Available from Egg:**
1574	N/A

392

INFERNAPE

BATTLE RATING ★★★★☆

Type: Fire/Fighting

Max HP:	Evolution cost:
156	N/A Chimchar Candy
Max CP:	**Available from Egg:**
2683	N/A

Evolves into PRINPLUP 394

393

PIPLUP

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
124	25 Piplup Candy
Max CP:	**Available from Egg:**
1075	5K

Evolves into EMPOLEON 395

394

PRINPLUP

BATTLE RATING ★★☆☆☆

Type: Water

Max HP:	Evolution cost:
139	100 Piplup Candy
Max CP:	**Available from Egg:**
1701	N/A

395

EMPOLEON

BATTLE RATING ★★★★☆

Type: Water/Steel

Max HP:	Evolution cost:
167	N/A Piplup Candy

Max CP:	Available from Egg:
2900	N/A

Evolves into STARAVIA 397

396

STARLY

BATTLE RATING ★☆☆☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
106	25 Starly Candy

Max CP:	Available from Egg:
719	2K

Evolves into STARAPTOR 398

397

STARAVIA

BATTLE RATING ★☆☆☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
127	100 Starly Candy

Max CP:	Available from Egg:
1299	N/A

398

STARAPTOR

BATTLE RATING ★★★★☆

Type: Normal/Flying

Max HP:	Evolution cost:
168	N/A Starly Candy

Max CP:	Available from Egg:
2624	N/A

Evolves into BIBAREL 400

399

BIDOOF

BATTLE RATING ★☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
132	50 Bidoof Candy

Max CP:	Available from Egg:
721	2K

400

BIBAREL

BATTLE RATING ★★☆☆☆

Type: Normal/Water

Max HP:	Evolution cost:
160	N/A Bidoof Candy

Max CP:	Available from Egg:
1823	N/A

Evolves into KRICKETUNE 402

401

KRICKETOT

BATTLE RATING ☆☆☆☆☆

Type: Bug

Max HP:	Evolution cost:
101	50 Kricketot Candy
Max CP:	**Available from Egg:**
401	2K

402

KRICKETUNE

BATTLE RATING ★★☆☆☆

Type: Bug

Max HP:	Evolution cost:
157	N/A Kricketot Candy
Max CP:	**Available from Egg:**
1653	N/A

Evolves into LUXIO 404

403

SHINX

BATTLE RATING ★☆☆☆☆

Type: Electric

Max HP:	Evolution cost:
113	25 Shinx Candy
Max CP:	**Available from Egg:**
876	10K

Evolves into LUXRAY 405

404

LUXIO

BATTLE RATING ★★☆☆☆

Type: Electric

Max HP:	Evolution cost:
134	100 Shinx Candy
Max CP:	**Available from Egg:**
1486	N/A

405

LUXRAY

BATTLE RATING ★★★★☆

Type: Electric

Max HP:	Evolution cost:
168	N/A Shinx Candy
Max CP:	**Available from Egg:**
2888	N/A

Evolves into ROSELIA 315

406

BUDEW

BATTLE RATING ★☆☆☆☆

Type: Grass/Poison

Max HP:	Evolution cost:
106	25 Budew Candy
Max CP:	**Available from Egg:**
856	7/5K

407

ROSERADE

BATTLE RATING ★★★★☆

Type: Grass/Poison

Max HP:	Evolution cost:
134	N/A Budew Candy

Max CP:	Available from Egg:
2971	N/A

Evolves into RAMPARDOS 409

408

CRANIDOS

BATTLE RATING ★★★☆☆

Type: Rock

Max HP:	Evolution cost:
143	50 Cranidos Candy

Max CP:	Available from Egg:
1820	10K

409

RAMPARDOS

BATTLE RATING ★★★★☆

Type: Rock

Max HP:	Evolution cost:
184	N/A Cranidos Candy

Max CP:	Available from Egg:
3298	N/A

Evolves into BASTIODON 411

410

SHIELDON

BATTLE RATING ★☆☆☆☆

Type: Rock/Steel

Max HP:	Evolution cost:
92	50 Shieldon Candy

Max CP:	Available from Egg:
890	10K

411

BASTIODON

BATTLE RATING ★★☆☆☆

Type: Rock/Steel

Max HP:	Evolution cost:
134	50 Shieldon Candy

Max CP:	Available from Egg:
1539	N/A

Evolves into WORMADAM 413

412

BURMY

BATTLE RATING ☆☆☆☆☆

Type: Bug

Max HP:	Evolution cost:
106	50 Burmy Candy

Max CP:	Available from Egg:
488	N/A

413

WORMADAM

BATTLE RATING ★★☆☆☆

Type: Bug/Grass

Max HP:	Evolution cost:
134	N/A Burmy Candy

Max CP:	Available from Egg:
1773	N/A

414

MOTHIM

BATTLE RATING ★★☆☆☆

Type: Bug/Flying

Max HP:	Evolution cost:
147	N/A Burmy Candy

Max CP:	Available from Egg:
1815	N/A

Evolves into VESPIQUEN 416

415

COMBEE

BATTLE RATING ☆☆☆☆☆

Type: Bug/Flying

Max HP:	Evolution cost:
92	50 Combee Candy

Max CP:	Available from Egg:
494	5K

416

VESPIQUEN

BATTLE RATING ★★★☆☆

Type: Bug/Flying

Max HP:	Evolution cost:
147	N/A Combee Candy

Max CP:	Available from Egg:
2005	N/A

417

PACHIRISU

BATTLE RATING ★☆☆☆☆

Type: Electric

Max HP:	Evolution cost:
134	N/A Pachirisu Candy

Max CP:	Available from Egg:
1213	N/A

Evolves into FLOATZEL 419

418

BUIZEL

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
127	50 Buizel Candy

Max CP:	Available from Egg:
1054	5K

419

FLOATZEL

BATTLE RATING ★★★☆☆

Type: Water

Max HP:	Evolution cost:
168	N/A Buizel Candy

Max CP:	Available from Egg:
2443	N/A

Evolves into CHERRIM 421

420

CHERUBI

BATTLE RATING ★☆☆☆☆

Type: Grass

Max HP:	Evolution cost:
113	50 Cherubi Candy

Max CP:	Available from Egg:
950	5K

421

CHERRIM

BATTLE RATING ★★★☆☆

Type: Grass

Max HP:	Evolution cost:
147	N/A Cherubi Candy

Max CP:	Available from Egg:
2048	N/A

Evolves into GASTRODON 423

422

SHELLOS

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
156	50 Shellos Candy

Max CP:	Available from Egg:
1136	N/A

423

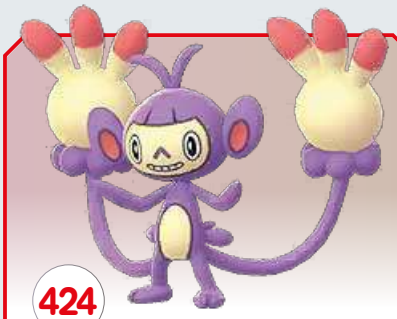
GASTRODON

BATTLE RATING ★★★☆☆

Type: Water/Ground

Max HP:	Evolution cost:
204	N/A Shellos Candy

Max CP:	Available from Egg:
2324	N/A



424

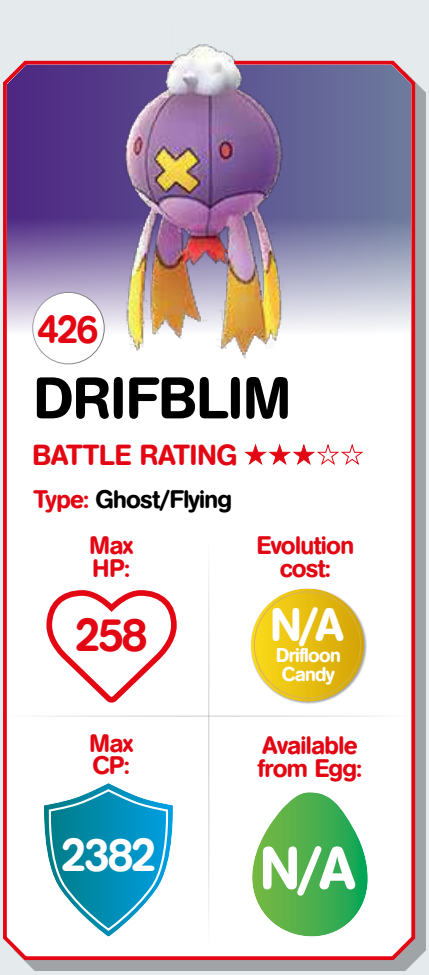
AMBIPOM

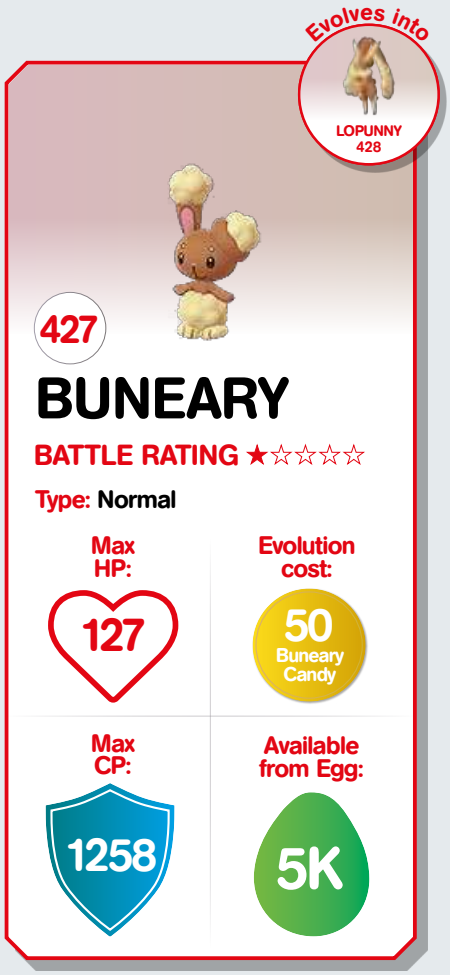
BATTLE RATING ★★★☆☆

Type: Normal

Max HP:	Evolution cost:
154	N/A Aipom Candy

Max CP:	Available from Egg:
2418	N/A





Trainer Must Haves

If you're planning on playing Pokémon GO for a whole day, or even just half a day, it's worth taking a few things with you. We're not talking about hitting your nearest PokéStop for extra Poké Balls and Potions (though that's a good idea too), but rather being aware of the fact you're going to be outside all day, exposed to the elements, and that you should pack accordingly.

Pokemon GO Trainer Kit:

- ☐ Battery pack
- ☐ Bottle of water
- ☐ Coat
- ☐ Backpack
- ☐ Comfy shoes
- ☐ Sun Cream

428

LOPUNNY

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
140	N/A Buneary Candy

Max CP:	Available from Egg:
2059	N/A

429

MISMAGIUS

BATTLE RATING ★★★☆☆

Type: Ghost

Max HP:	Evolution cost:
134	N/A Misdreavus Candy

Max CP:	Available from Egg:
2615	N/A

430

HONCHKROW

BATTLE RATING ★★★★☆

Type: Dark/Flying

Max HP:	Evolution cost:
189	N/A Murkrow Candy

Max CP:	Available from Egg:
2711	N/A

Evolves into PURUGLY 432

431

GLAMEOW

BATTLE RATING ★☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
118	50 Glameow Candy

Max CP:	Available from Egg:
934	5K

432

PURUGLY

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
149	N/A Glameow Candy

Max CP:	Available from Egg:
1953	N/A

Evolves into CHIMECHO 358

433

CHINGLING

BATTLE RATING ★☆☆☆☆

Type: Psychic

Max HP:	Evolution cost:
113	50 Chingling Candy

Max CP:	Available from Egg:
1005	7K

434

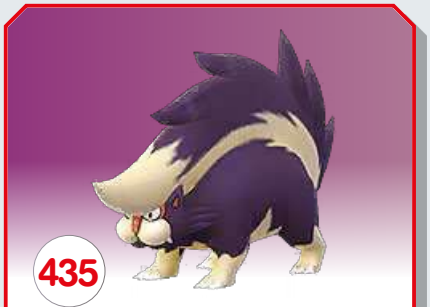
STUNKY

BATTLE RATING ★☆☆☆☆

Type: Poison/Dark

Max HP:	Evolution cost:
138	50 Stunky Candy

Max CP:	Available from Egg:
1151	5K



435

SKUNTANK

BATTLE RATING ★★★☆☆

Type: Poison/Dark

Max HP:	Evolution cost:
193	N/A Stunky Candy

Max CP:	Available from Egg:
2358	N/A

436

BRONZOR

BATTLE RATING ☆☆☆☆☆

Type: Steel/Psychic

Max HP:	Evolution cost:
129	50 Bronzor Candy

Max CP:	Available from Egg:
603	5K

437

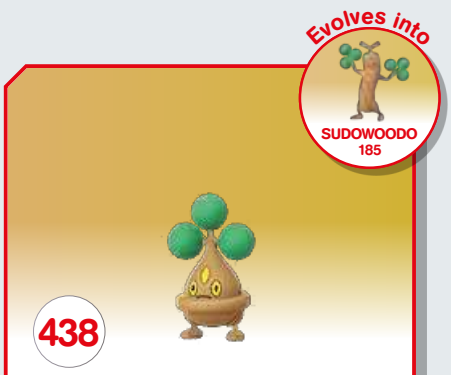
BRONZONG

BATTLE RATING ★★★☆☆

Type: Steel/Psychic

Max HP:	Evolution cost:
143	N/A Bronzor Candy

Max CP:	Available from Egg:
2239	N/A



438

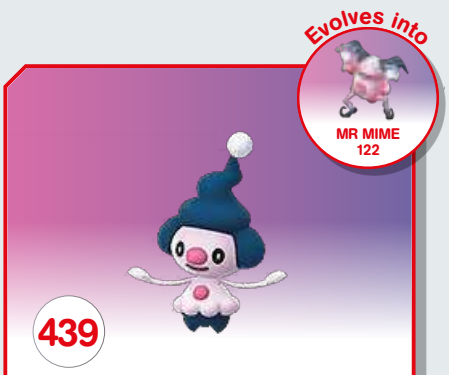
BONSLY

BATTLE RATING ★☆☆☆☆

Type: Rock

Max HP:	Evolution cost:
120	50 Bonsly Candy

Max CP:	Available from Egg:
1302	2K



439

MIME JR.

BATTLE RATING ★☆☆☆☆

Type: Psychic/Fairy

Max HP:	Evolution cost:
79	50 Mr. Mime Candy

Max CP:	Available from Egg:
1095	N/A

Evolves into CHANSEY 113

440

HAPPINY

BATTLE RATING ☆☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
189	25 Chansey Candy

Max CP:	Available from Egg:
371	7K

441

CHATOT

BATTLE RATING ★★☆☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
156	N/A Chatot Candy

Max CP:	Available from Egg:
1791	N/A

442

SPIRITOMB

BATTLE RATING ★★☆☆☆

Type: Ghost

Max HP:	Evolution cost:
120	N/A Spiritomb Candy

Max CP:	Available from Egg:
2072	N/A

Evolves into GABITE 444

443

GIBLE

BATTLE RATING ★☆☆☆☆

Type: Dragon/Ground

Max HP:	Evolution cost:
131	25 Gible Candy

Max CP:	Available from Egg:
1112	10K

Evolves into GARCHOMP 445

444

GABITE

BATTLE RATING ★★☆☆☆

Type: Dragon/Ground

Max HP:	Evolution cost:
145	100 Gible Candy

Max CP:	Available from Egg:
1874	N/A

445

GARCHOMP

BATTLE RATING ★★★★☆

Type: Dragon/Ground

Max HP:	Evolution cost:
200	N/A Gible Candy

Max CP:	Available from Egg:
3962	N/A

Evolves into SNORLAX 143

446

MUNCHLAX

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
237	50 Snorlax Candy

Max CP:	Available from Egg:
1892	7K

Evolves into LUCARIO 448

447

RIOLU

BATTLE RATING ★☆☆☆☆

Type: Fighting

Max HP:	Evolution cost:
106	50 Riolu Candy

Max CP:	Available from Egg:
993	7K

448

LUCARIO

BATTLE RATING ★★★☆☆

Type: Fighting/Steel

Max HP:	Evolution cost:
147	N/A Riolu Candy

Max CP:	Available from Egg:
2703	N/A

Evolves into HIPPOWDON 450

449

HIPPOPOTAS

BATTLE RATING ★☆☆☆☆

Type: Ground

Max HP:	Evolution cost:
145	50 Hippopotas Candy

Max CP:	Available from Egg:
1358	N/A

450

HIPPOWDON

BATTLE RATING ★★★★☆

Type: Ground

Max HP:	Evolution cost:
200	N/A Hippopotas Candy

Max CP:	Available from Egg:
3085	N/A

Evolves into DRAPION 452

451

SKORUPI

BATTLE RATING ★☆☆☆☆

Type: Poison/Bug

Max HP:	Evolution cost:
106	50 Skorupi Candy

Max CP:	Available from Egg:
1009	5K

452

DRAPION

BATTLE RATING ★★★☆☆

Type: Poison/Dark

Max HP:	Evolution cost:
147	N/A Skorupi Candy

Max CP:	Available from Egg:
2453	N/A

Evolves into TOXICROAK 454

453

CROAGUNK

BATTLE RATING ★☆☆☆☆

Type: Poison/Fighting

Max HP:	Evolution cost:
117	50 Croagunk Candy

Max CP:	Available from Egg:
952	5K

454

TOXICROAK

BATTLE RATING ★★★☆☆

Type: Poison/Fighting

Max HP:	Evolution cost:
165	N/A Croagunk Candy

Max CP:	Available from Egg:
2488	N/A

455

CARNIVINE

BATTLE RATING ★★☆☆☆

Type: Grass

Max HP:	Evolution cost:
153	N/A Carnivine Candy

Max CP:	Available from Egg:
2159	N/A

Evolves into LUMINEON 457

456

FINNEON

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
118	50 Finneon Candy

Max CP:	Available from Egg:
971	5K

457

LUMINEON

BATTLE RATING ★★☆☆☆

Type: Water

Max HP:	Evolution cost:
146	N/A Finneon Candy

Max CP:	Available from Egg:
1814	N/A

Evolves into MANTINE 226

458

MANTYKE

BATTLE RATING ★☆☆☆☆

Type: Water/Flying

Max HP:	Evolution cost:
113	50 Mantyke Candy
Max CP:	**Available from Egg:**
1248	5K

Evolves into ABOMASNOW 460

459

SNOVER

BATTLE RATING ★☆☆☆☆

Type: Grass/Ice

Max HP:	Evolution cost:
134	50 Snover Candy
Max CP:	**Available from Egg:**
1159	5K

460 CAN MEGA EVOLVE

ABOMASNOW

BATTLE RATING ★★★☆☆

Type: Grass/Ice

Max HP:	Evolution cost:
175	N/A Snover Candy
Max CP:	**Available from Egg:**
2362	N/A

461

WEAVILE

BATTLE RATING ★★★☆☆

Type: Dark/Ice

Max HP:	Evolution cost:
147	N/A Sneasel Candy
Max CP:	**Available from Egg:**
3005	N/A

462

MAGNEZONE

BATTLE RATING ★★★★☆

Type: Electric/Steel

Max HP:	Evolution cost:
147	N/A Magnemite Candy
Max CP:	**Available from Egg:**
3205	N/A

463

LICKILICKY

BATTLE RATING ★★★☆☆

Type: Normal

Max HP:	Evolution cost:
203	N/A Lickitung Candy
Max CP:	**Available from Egg:**
2467	N/A

464

RHYPERIOR

BATTLE RATING ★★★★★

Type: Ground/Rock

Max HP:	Evolution cost:
210	N/A Rhyhorn Candy
Max CP:	**Available from Egg:**
3733	N/A

465

TANGROWTH

BATTLE RATING ★★★★☆

Type: Grass

Max HP:	Evolution cost:
189	N/A Tangela Candy
Max CP:	**Available from Egg:**
3030	N/A

466

ELECTIVIRE

BATTLE RATING ★★★☆☆

Type: Electric

Max HP:	Evolution cost:
154	N/A Elekid Candy
Max CP:	**Available from Egg:**
3079	N/A

467

MAGMORTAR

BATTLE RATING ★★★★☆

Type: Fire

Max HP:	Evolution cost:
154	N/A Magby Candy
Max CP:	**Available from Egg:**
3132	N/A

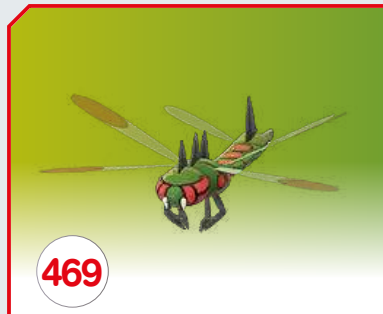
468

TOGEKISS

BATTLE RATING ★★★★☆

Type: Fairy/Flying

Max HP:	Evolution cost:
168	N/A Togepi Candy
Max CP:	**Available from Egg:**
3332	N/A



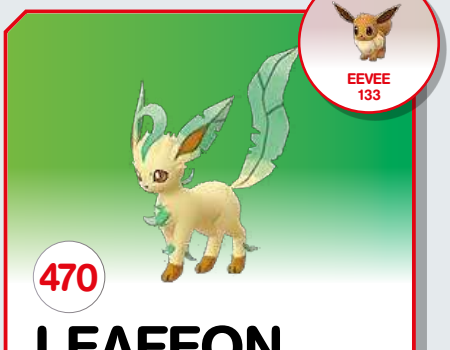
469

YANMEGA

BATTLE RATING ★★★★☆

Type: Bug/Flying

Max HP:	Evolution cost:
169	N/A Yanma Candy
Max CP:	**Available from Egg:**
2946	N/A



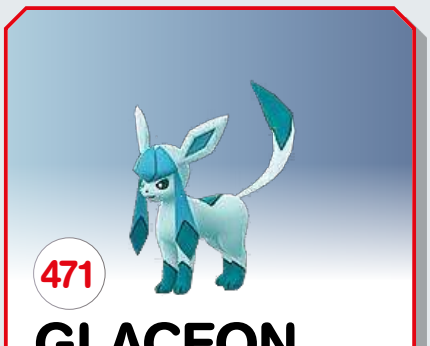
470

LEAFEON

BATTLE RATING ★★★★☆

Type: Grass

Max HP:	Evolution cost:
140	N/A Eevee Candy
Max CP:	**Available from Egg:**
2944	N/A



471

GLACEON

BATTLE RATING ★★★★☆

Type: Ice

Max HP:	Evolution cost:
140	N/A Eevee Candy
Max CP:	**Available from Egg:**
3126	N/A

472

GLISCOR

BATTLE RATING ★★★☆☆

Type: Ground/Flying

Max HP:	Evolution cost:
154	N/A Gligar Candy
Max CP:	**Available from Egg:**
2692	N/A

473

MAMOSWINE

BATTLE RATING ★★★★☆

Type: Ice/Ground

Max HP:	Evolution cost:
203	N/A Swinub Candy
Max CP:	**Available from Egg:**
3328	N/A

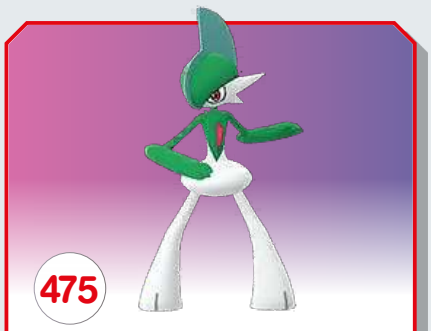
474

PORYGON-Z

BATTLE RATING ★★★★☆

Type: Normal

Max HP:	Evolution cost:
168	N/A Porygon Candy
Max CP:	**Available from Egg:**
3266	N/A



475

GALLADE

BATTLE RATING ★★★★☆

Type: Psychic/Fighting

Max HP:	Evolution cost:
145	N/A Ralts Candy
Max CP:	**Available from Egg:**
3093	N/A

476

PROBOPASS

BATTLE RATING ★★☆☆☆

Type: Rock/Steel

Max HP:	Evolution cost:
134	N/A Nosepass Candy
Max CP:	**Available from Egg:**
2080	N/A

477

DUSKNOIR

BATTLE RATING ★★★☆☆

Type: Ghost

Max HP:	Evolution cost:
113	N/A Duskull Candy
Max CP:	**Available from Egg:**
2388	N/A

494

FROSLASS

BATTLE RATING ★★☆☆☆

Type: Ice/Ghost

Max HP:	Evolution cost:
147	N/A Snorunt Candy
Max CP:	**Available from Egg:**
2040	N/A

479

ROTOM

BATTLE RATING ★★★★☆

Type: Psychic/Fire

Max HP:	Evolution cost:
189	N/A Victini Candy
Max CP:	**Available from Egg:**
3265	N/A

480

UXIE

BATTLE RATING ★★★☆☆

Type: Psychic

Max HP:	Evolution cost:
154	N/A Uxie Candy
Max CP:	**Available from Egg:**
2524	N/A

481

MESPRIT

BATTLE RATING ★★★★☆

Type: Psychic

Max HP:	Evolution cost:
162	N/A Mesprit Candy
Max CP:	**Available from Egg:**
3058	N/A

482

AZELF

BATTLE RATING ★★★★☆

Type: Psychic

Max HP:	Evolution cost:
154	N/A Azelf Candy
Max CP:	**Available from Egg:**
3210	N/A

483

DIALGA

BATTLE RATING ★★★★★

Type: Steel/ Dragon

Max HP:	Evolution cost:
173	N/A Dialga Candy
Max CP:	**Available from Egg:**
4038	N/A

484

PALKIA

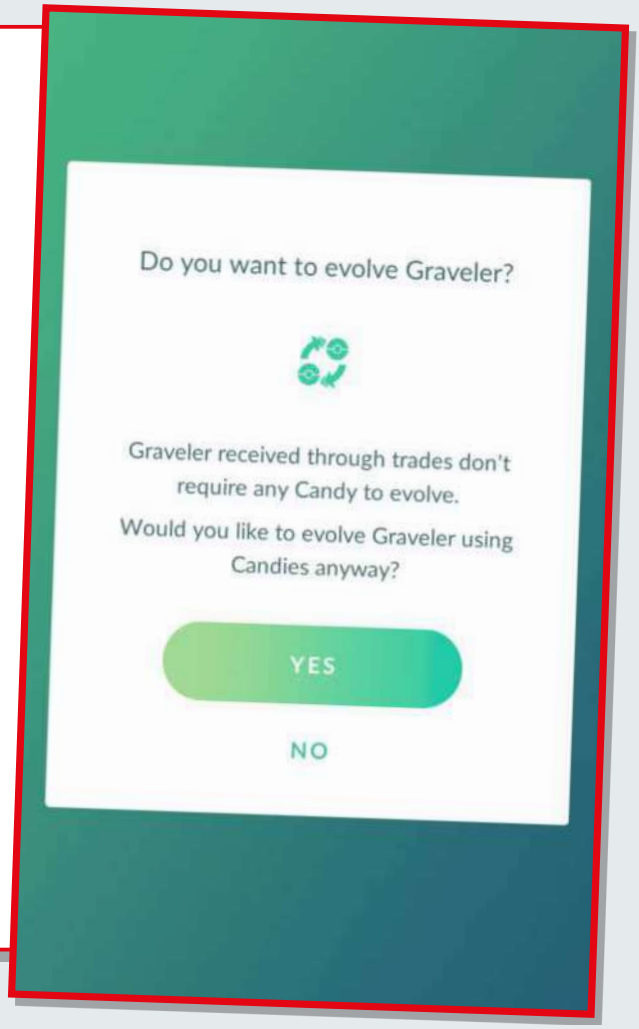
BATTLE RATING ★★★★★

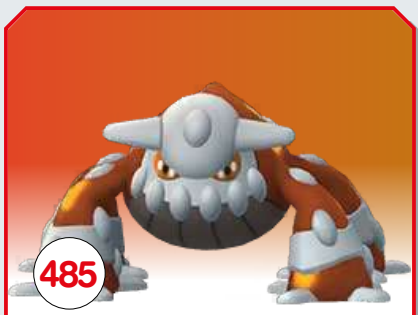
Type: Water/ Dragon

Max HP:	Evolution cost:
161	N/A Palkia Candy
Max CP:	**Available from Egg:**
3991	N/A

What is trade evolution?

Some species of Pokémon can Evolve by Trading. These Pokémon can still be evolved with Candies, but if you Trade them first, they can be evolved for free. This means you'll have a whole lot more Candies to power up these Pokémon with. Even better, Trade Evolution is retroactive, so any Pokémon eligible for Trade Evolution that you Traded for in the past can now be Evolved for free.


Do you want to evolve Graveler?
Graveler received through trades don't require any Candy to evolve.
Would you like to evolve Graveler using Candies anyway?
YES
NO



485

HEATRAN

BATTLE RATING ★★★★☆

Type: Fire/ Steel

Max HP:	Evolution cost:
177	N/A Heatran Candy
Max CP:	**Available from Egg:**
3754	N/A

486

REGIGIGAS

BATTLE RATING ★★★★★

Type: Normal

Max HP:	Evolution cost:
186	N/A Regigigas Candy
Max CP:	**Available from Egg:**
4346	N/A

487

GIRATINA

BATTLE RATING ★★★★☆

Type: Ghost/ Dragon

Max HP:	Evolution cost:
236	N/A Giratine Candy
Max CP:	**Available from Egg:**
3379	N/A

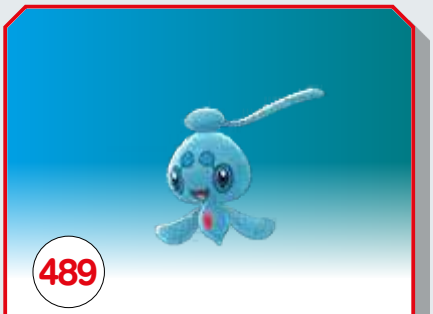
488

CRESSELIA

BATTLE RATING ★★★★☆

Type: Psychic

Max HP:	Evolution cost:
217	N/A Cresselia Candy
Max CP:	**Available from Egg:**
2857	N/A



489

PHIONE

BATTLE RATING ★★★☆☆

Type: Water

Max HP:	Evolution cost:
162	N/A Phione Candy
Max CP:	**Available from Egg:**
2105	N/A

490

MANAPHY

BATTLE RATING ★★★★☆

Type: Water

Max HP:	Evolution cost:
189	N/A Manaphy Candy
Max CP:	**Available from Egg:**
3265	N/A

491

DARKRAI

BATTLE RATING ★★★★☆

Type: Dark

Max HP:	Evolution cost:
179	N/A Darkrai Candy
Max CP:	**Available from Egg:**
3739	N/A

492

SHAYMIN

BATTLE RATING ★★★★☆

Type: Grass

Max HP:	Evolution cost:
189	N/A Shaymin Candy
Max CP:	**Available from Egg:**
3265	N/A

493

ARCEUS

BATTLE RATING ★★★★★

Type: Normal

Max HP:	Evolution cost:
199	N/A Arceus Candy
Max CP:	**Available from Egg:**
3989	N/A

494

VICTINI

BATTLE RATING ★★★★☆

Type: Psychic/ Fire

Max HP:	Evolution cost:
189	N/A Victini Candy
Max CP:	**Available from Egg:**
3265	N/A

Evolves into

SERVINE 496

495

SNIVY

BATTLE RATING ★☆☆☆☆

Type: Grass

Max HP:	Evolution cost:
113	25 Snivy Candy
Max CP:	**Available from Egg:**
849	5K

Evolves into

SERPERIOR 497

496

SERVINE

BATTLE RATING ★★☆☆☆

Type: Grass

Max HP:	Evolution cost:
134	100 Snivy Candy
Max CP:	**Available from Egg:**
1441	N/A

497

SERPERIOR

BATTLE RATING ★★★☆☆

Type: Grass

Max HP:	Evolution cost:
154	N/A Snivy Candy

Max CP:	Available from Egg:
2277	N/A

Evolves into PIGNITE 499

498

TEPIG

BATTLE RATING ★☆☆☆☆

Type: Fire

Max HP:	Evolution cost:
140	25 Tepig Candy

Max CP:	Available from Egg:
1083	5K

Evolves into EMBOAR 500

499

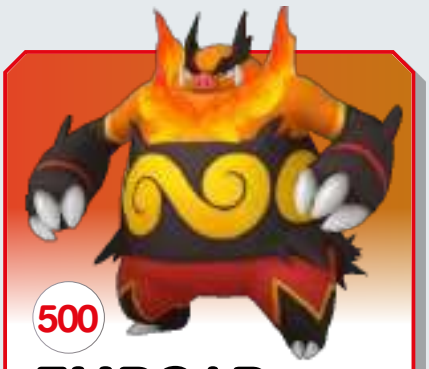
PIGNITE

BATTLE RATING ★★☆☆☆

Type: Fire/Fighting

Max HP:	Evolution cost:
175	100 Tepig Candy

Max CP:	Available from Egg:
1924	N/A



500

EMBOAR

BATTLE RATING ★★★★☆

Type: Fire/Fighting

Max HP:	Evolution cost:
203	N/A Tepig Candy

Max CP:	Available from Egg:
2982	N/A

Evolves into DEWOTT 502

501

OSHAWOTT

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
127	25 Oshawott Candy

Max CP:	Available from Egg:
1046	5K

Evolves into SAMUROTT 503

502

DEWOTT

BATTLE RATING ★★☆☆☆

Type: Water

Max HP:	Evolution cost:
154	100 Oshawott Candy

Max CP:	Available from Egg:
1741	N/A

503

SAMUROTT

BATTLE RATING ★★★★☆

Type: Water

Max HP:	Evolution cost:
182	N/A Oshawott Candy

Max CP:	Available from Egg:
2826	N/A

Evolves into WATCHOG 505

504

PATRAT

BATTLE RATING ★☆☆☆☆

Type: NORMAL

Max HP:	Evolution cost:
113	50 Patrat Candy

Max CP:	Available from Egg:
791	2K

505

WATCHOG

BATTLE RATING ★★☆☆☆

Type: NORMAL

Max HP:	Evolution cost:
134	N/A Patrat Candy

Max CP:	Available from Egg:
1819	N/A

Evolves into HERDIER 507

506

LILLIPUP

BATTLE RATING ★☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
113	25 Lillipup Candy

Max CP:	Available from Egg:
915	2K

Evolves into STOUTLAND 508

507

HERDIER

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
140	100 Lillipup Candy

Max CP:	Available from Egg:
1583	N/A

508

STOUTLAND

BATTLE RATING ★★★☆☆

Type: Normal

Max HP:	Evolution cost:
168	N/A Lillipup Candy

Max CP:	Available from Egg:
2827	N/A

509

PURRLOIN

BATTLE RATING ★☆☆☆☆

Type: Dark

Max HP:	Evolution cost:
107	50 Purrloin Candy

Max CP:	Available from Egg:
772	2K

510

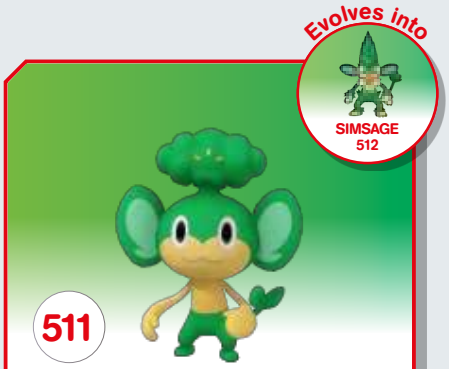
LIEPARD

BATTLE RATING ★★☆☆☆

Type: Dark

Max HP:	Evolution cost:
139	N/A Purrloin Candy

Max CP:	Available from Egg:
1846	N/A



511

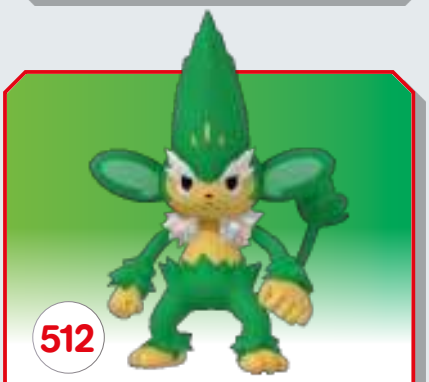
PANSAGE

BATTLE RATING ★☆☆☆☆

Type: Grass

Max HP:	Evolution cost:
120	50 Pansage Candy

Max CP:	Available from Egg:
956	N/A



512

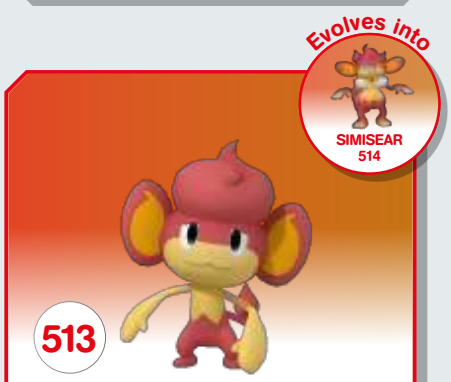
SIMISAGE

BATTLE RATING ★★★☆☆

Type: GRASS

Max HP:	Evolution cost:
145	N/A Pansage Candy

Max CP:	Available from Egg:
2350	N/A



513

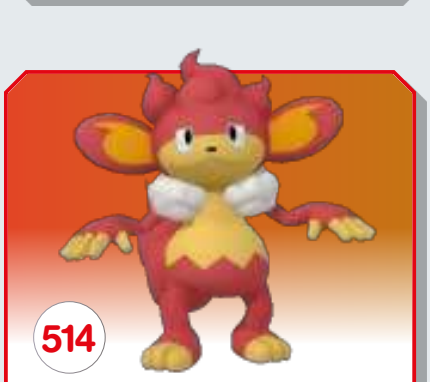
PANSEAR

BATTLE RATING ★☆☆☆☆

Type: Fire

Max HP:	Evolution cost:
120	50 Pansear Candy

Max CP:	Available from Egg:
956	N/A



514

SIMISEAR

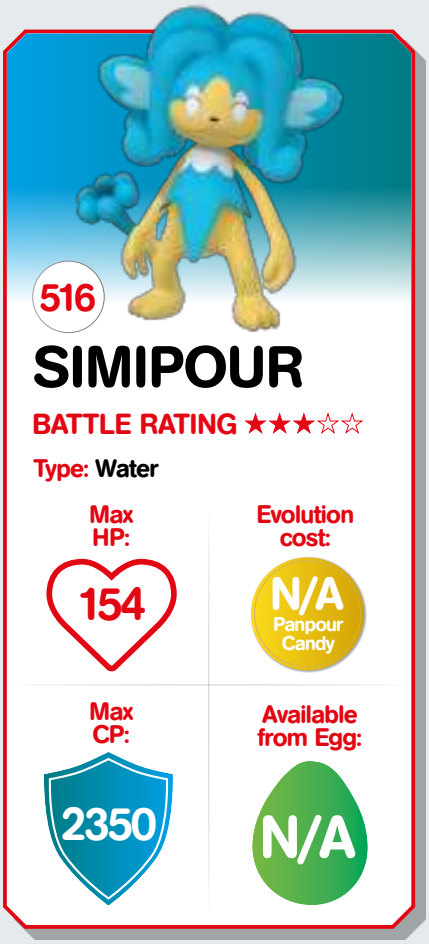
BATTLE RATING ★★★☆☆

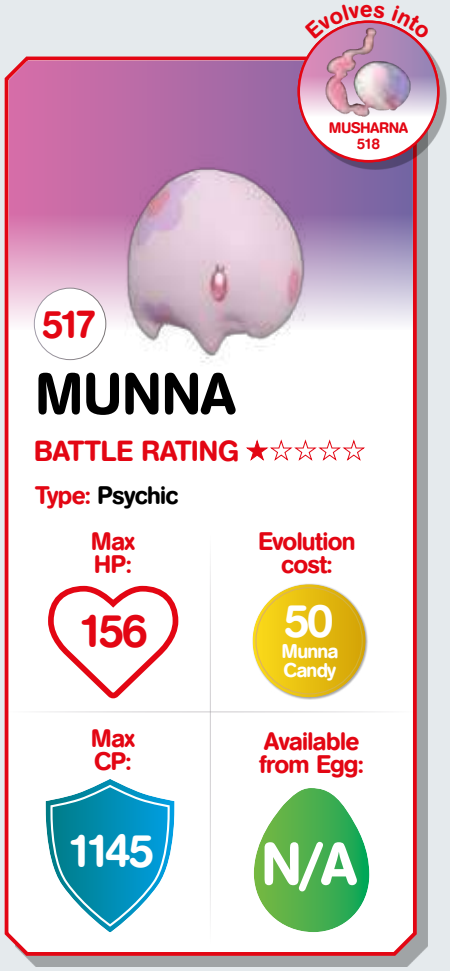
Type: Fire

Max HP:	Evolution cost:
154	N/A Pansear Candy

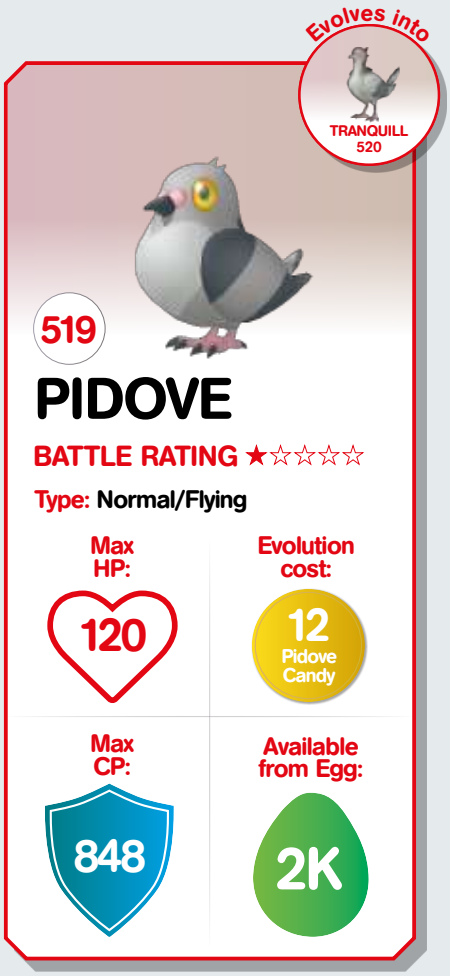
Max CP:	Available from Egg:
2350	N/A

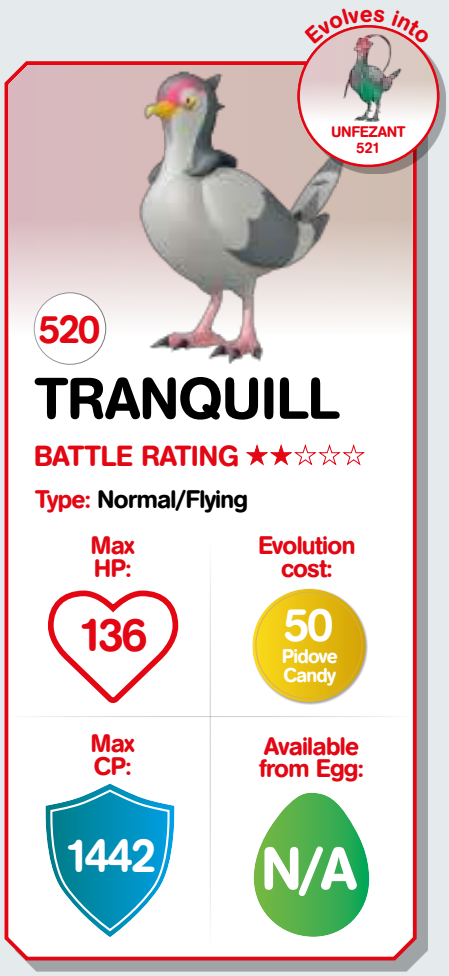
Evolves into
SIMIPOUR
516
515
PANPOUR
BATTLE RATING ★☆☆☆☆
Type: Water
Max HP: 120
Evolution cost: 50 Panpour Candy
Max CP: 956
Available from Egg: N/A


516
SIMIPOUR
BATTLE RATING ★★★☆☆
Type: Water
Max HP: 154
Evolution cost: N/A Panpour Candy
Max CP: 2350
Available from Egg: N/A


Evolves into
MUSHARNA
518
517
MUNNA
BATTLE RATING ★☆☆☆☆
Type: Psychic
Max HP: 156
Evolution cost: 50 Munna Candy
Max CP: 1145
Available from Egg: N/A

518
MUSHARNA
BATTLE RATING ★★★☆☆
Type: Psychic
Max HP: 211
Evolution cost: N/A Munna Candy
Max CP: 2723
Available from Egg: N/A


Evolves into
TRANQUILL
520
519
PIDOVE
BATTLE RATING ★☆☆☆☆
Type: Normal/Flying
Max HP: 120
Evolution cost: 12 Pidove Candy
Max CP: 848
Available from Egg: 2K


Evolves into
UNFEZANT
521
520
TRANQUILL
BATTLE RATING ★★☆☆☆
Type: Normal/Flying
Max HP: 136
Evolution cost: 50 Pidove Candy
Max CP: 1442
Available from Egg: N/A

521

UNFEZANT

BATTLE RATING ★★★☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
162	N/A Pidove Candy

Max CP:	Available from Egg:
2734	N/A

Evolves into ZEBSTRIKA 523

522

BLITZLE

BATTLE RATING ★☆☆☆☆

Type: Electric

Max HP:	Evolution cost:
113	50 Blitzle Candy

Max CP:	Available from Egg:
882	N/A

523

ZEBSTRIKA

BATTLE RATING ★★★☆☆

Type: Electric

Max HP:	Evolution cost:
154	N/A Blitzle Candy

Max CP:	Available from Egg:
2428	N/A

Evolves into BOLDORE 525

524

ROGGENROLA

BATTLE RATING ★☆☆☆☆

Type: Rock

Max HP:	Evolution cost:
127	25 Roggenrola Candy

Max CP:	Available from Egg:
1205	N/A

Evolves into GIGALITH 526

525

BOLDORE

BATTLE RATING ★★☆☆☆

Type: Rock

Max HP:	Evolution cost:
147	100 Roggenrola Candy

Max CP:	Available from Egg:
2029	N/A

526

GIGALITH

BATTLE RATING ★★★★☆

Type: Rock

Max HP:	Evolution cost:
168	N/A Roggenrola Candy

Max CP:	Available from Egg:
3228	N/A

527

WOOBAT

BATTLE RATING ★☆☆☆☆

Type: Psychic/Flying

Max HP:	Evolution cost:
140	50 Woobat Candy

Max CP:	Available from Egg:
1016	N/A

528

SWOOBAT

BATTLE RATING ★★☆☆☆

Type: Psychic/Flying

Max HP:	Evolution cost:
143	N/A Woobat Candy

Max CP:	Available from Egg:
1716	N/A

529

DRILBUR

BATTLE RATING ★☆☆☆☆

Type: Ground

Max HP:	Evolution cost:
134	50 Drilbur Candy

Max CP:	Available from Egg:
1376	N/A

530

EXCADRILL

BATTLE RATING ★★★★☆

Type: Ground/Steel

Max HP:	Evolution cost:
203	N/A Drilbur Candy

Max CP:	Available from Egg:
3244	N/A

531

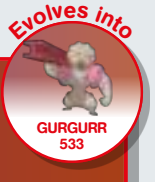
AUDINO

BATTLE RATING ★★☆☆☆

Type: Normal

Max HP:	Evolution cost:
193	N/A Audino Candy

Max CP:	Available from Egg:
1682	N/A



532

TIMBURR

BATTLE RATING ★☆☆☆☆

Type: Fighting

Max HP:	Evolution cost:
154	25 Timburr Candy

Max CP:	Available from Egg:
1315	N/A

533

GURDURR

BATTLE RATING ★★★☆☆

Type: Fighting

Max HP:	Evolution cost:
168	100 Timburr Candy

Max CP:	Available from Egg:
2169	N/A

534

CONKELDURR

BATTLE RATING ★★★★★

Type: Fighting

Max HP:	Evolution cost:
195	N/A Timburr Candy

Max CP:	Available from Egg:
3337	N/A

535

TYMPOLE

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
120	25 Tympole Candy

Max CP:	Available from Egg:
839	N/A

536

PALPITOAD

BATTLE RATING ★☆☆☆☆

Type: Water/Ground

Max HP:	Evolution cost:
154	100 Tympole Candy

Max CP:	Available from Egg:
1392	N/A

537

SEISMITOAD

BATTLE RATING ★★★☆☆

Type: Water/Ground

Max HP:	Evolution cost:
195	N/A Tympole Candy

Max CP:	Available from Egg:
2564	N/A

538

THROH

BATTLE RATING ★★★☆☆

Type: Fighting

Max HP:	Evolution cost:
217	N/A Throh Candy

Max CP:	Available from Egg:
2562	N/A

539

SAWK

BATTLE RATING ★★★☆☆

Type: Fighting

Max HP:	Evolution cost:
154	N/A Sawk Candy

Max CP:	Available from Egg:
2788	N/A

Evolves into SWADLOON 541

540

SEWADDLE

BATTLE RATING ★☆☆☆☆

Type: Bug/Grass

Max HP:	Evolution cost:
113	25 Sewaddle Candy

Max CP:	Available from Egg:
977	N/A

Evolves into LEAVANNY 542

541

SWADLOON

BATTLE RATING ★☆☆☆☆

Type: Bug/Grass

Max HP:	Evolution cost:
127	100 Sewaddle Candy

Max CP:	Available from Egg:
1370	N/A

542

LEAVANNY

BATTLE RATING ★★★☆☆

Type: Bug/Grass

Max HP:	Evolution cost:
154	N/A Sewaddle Candy

Max CP:	Available from Egg:
2580	N/A

Evolves into WHIRLIPEDE 544

543

VENIPEDE

BATTLE RATING ★☆☆☆☆

Type: Bug/Poison

Max HP:	Evolution cost:
98	25 Venipede Candy

Max CP:	Available from Egg:
706	N/A

Evolves into SCOLIPEDE 545

544

WHIRLIPEDE

BATTLE RATING ★☆☆☆☆

Type: Bug/Poison

Max HP:	Evolution cost:
106	100 Venipede Candy

Max CP:	Available from Egg:
1144	N/A

545

SCOLIPEDE

BATTLE RATING ★★★☆☆

Type: Bug/Poison

Max HP:	Evolution cost:
134	N/A Venipede Candy

Max CP:	Available from Egg:
2447	N/A

546

COTTONEE

BATTLE RATING ★☆☆☆☆

Type: Grass/Fairy

Max HP:	Evolution cost:
106	50 Cottonee Candy

Max CP:	Available from Egg:
700	N/A

547

WHIMSICOTT

BATTLE RATING ★★☆☆☆

Type: Grass/Fairy

Max HP:	Evolution cost:
134	N/A Cottonee Candy

Max CP:	Available from Egg:
2014	N/A

548

PETILIL

BATTLE RATING ★☆☆☆☆

Type: Grass

Max HP:	Evolution cost:
113	50 Petilil Candy

Max CP:	Available from Egg:
1030	N/A

549

LILLIGANT

BATTLE RATING ★★★☆☆

Type: Grass

Max HP:	Evolution cost:
147	N/A Petilil Candy

Max CP:	Available from Egg:
2550	N/A

550

BASCULIN

BATTLE RATING ★★☆☆☆

Type: Water

Max HP:	Evolution cost:
147	N/A Basculin Candy

Max CP:	Available from Egg:
2090	N/A

Evolves into KROKOROK 552

551

SANDILE

BATTLE RATING ★☆☆☆☆

Type: Ground/Dark

Max HP:	Evolution cost:
120	25 Sandile Candy

Max CP:	Available from Egg:
1037	N/A

Evolves into KROOKODILE 553

552

KROKOROK

BATTLE RATING ★☆☆☆☆

Type: Ground/Dark

Max HP:	Evolution cost:
134	50 Sandile Candy

Max CP:	Available from Egg:
1418	N/A

553

KROOKODILE

BATTLE RATING ★★★★☆

Type: Ground/Dark

Max HP:	Evolution cost:
182	N/A Sandile Candy

Max CP:	Available from Egg:
3046	N/A

Evolves into DARANITAN 555

554

DARUMAKA

BATTLE RATING ★☆☆☆☆

Type: Fire

Max HP:	Evolution cost:
147	50 Darumaka Candy

Max CP:	Available from Egg:
1442	N/A

555

DARMANITAN

BATTLE RATING ★★★★☆

Type: Fire

Max HP:	Evolution cost:
195	N/A Darumaka Candy

Max CP:	Available from Egg:
3105	N/A

556

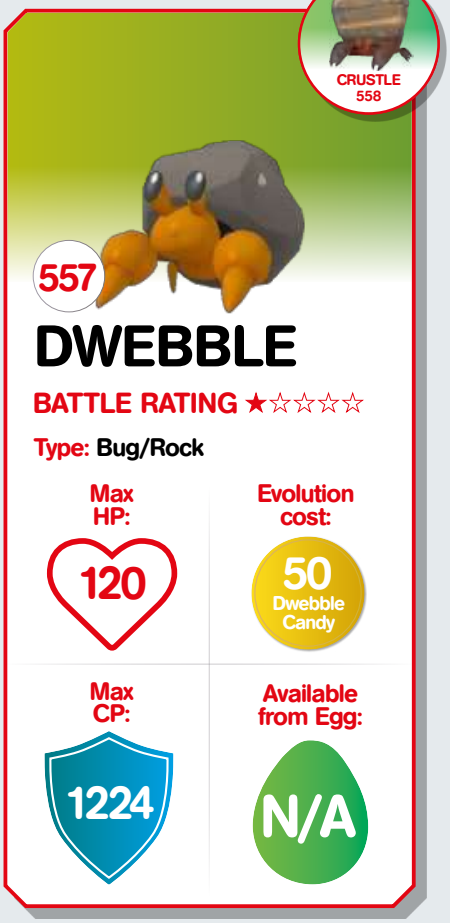
MARACTUS

BATTLE RATING ★★☆☆☆

Type: Grass

Max HP:	Evolution cost:
154	N/A Maractus Candy

Max CP:	Available from Egg:
2274	N/A



DWEBBLE

BATTLE RATING ★☆☆☆☆

Type: Bug/Rock

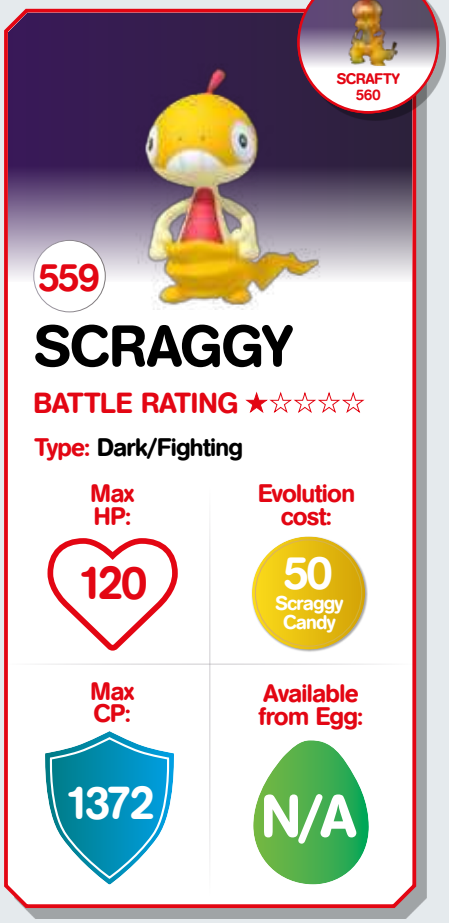
Max HP:	Evolution cost:
120	50 Dwebble Candy
Max CP:	**Available from Egg:**
1224	N/A

CRUSTLE

BATTLE RATING ★★★☆☆

Type: Bug/Rock

Max HP:	Evolution cost:
147	N/A Dwebble Candy
Max CP:	**Available from Egg:**
2542	N/A

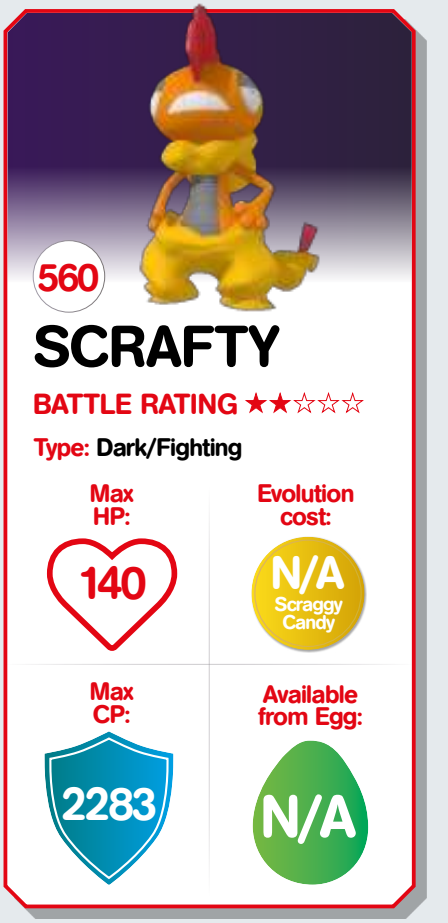


SCRAGGY

BATTLE RATING ★☆☆☆☆

Type: Dark/Fighting

Max HP:	Evolution cost:
120	50 Scraggy Candy
Max CP:	**Available from Egg:**
1372	N/A



SCRAFTY

BATTLE RATING ★★☆☆☆

Type: Dark/Fighting

Max HP:	Evolution cost:
140	N/A Scraggy Candy
Max CP:	**Available from Egg:**
2283	N/A

SIGILYPH

BATTLE RATING ★★★☆☆

Type: Psychic/Flying

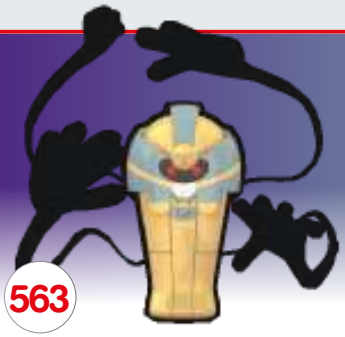
Max HP:	Evolution cost:
150	N/A Sigilyph Candy
Max CP:	**Available from Egg:**
2550	N/A

YAMASK

BATTLE RATING ★☆☆☆☆

Type: Ghost

Max HP:	Evolution cost:
103	50 Yamask Candy
Max CP:	**Available from Egg:**
982	N/A



563

COFAGRIGUS

BATTLE RATING ★★☆☆☆

Type: Ghost

Max HP:	Evolution cost:
131	N/A Yamask Candy
Max CP:	**Available from Egg:**
2273	N/A

Evolves into

CARRACOSTA 565

564

TIRTOUGA

BATTLE RATING ★★☆☆☆

Type: Water/Rock

Max HP:	Evolution cost:
125	50 Tirtouga Candy
Max CP:	**Available from Egg:**
1488	N/A

565

CARRACOSTA

BATTLE RATING ★★★☆☆

Type: Water/Rock

Max HP:	Evolution cost:
153	N/A Tirtouga Candy
Max CP:	**Available from Egg:**
2621	N/A

Evolves into

ARCHEOPS 567

566

ARCHEN

BATTLE RATING ★★☆☆☆

Type: Rock/Flying

Max HP:	Evolution cost:
127	50 Archen Candy
Max CP:	**Available from Egg:**
1842	N/A

567

ARCHEOPS

BATTLE RATING ★★★★☆

Type: Rock/Flying

Max HP:	Evolution cost:
154	N/A Archen Candy
Max CP:	**Available from Egg:**
3331	N/A

Evolves into

GARBODOR 569

568

TRUBBISH

BATTLE RATING ★☆☆☆☆

Type: Poison

Max HP:	Evolution cost:
120	50 Trubbish Candy
Max CP:	**Available from Egg:**
1000	N/A

569

GARBODOR

BATTLE RATING ★★★☆☆

Type: Poison

Max HP:	Evolution cost:
162	N/A Trubbish Candy

Max CP:	Available from Egg:
2345	N/A

Evolves into ZOROARK 571

570

ZORUA

BATTLE RATING ★☆☆☆☆

Type: Dark

Max HP:	Evolution cost:
106	50 Zorua Candy

Max CP:	Available from Egg:
1007	N/A

571

ZOROARK

BATTLE RATING ★★★☆☆

Type: Dark

Max HP:	Evolution cost:
134	N/A Zorua Candy

Max CP:	Available from Egg:
2571	N/A

Evolves into CINCCINO 573

572

MINCCINO

BATTLE RATING ★☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
127	50 Minccino Candy

Max CP:	Available from Egg:
872	N/A

573

CINCCINO

BATTLE RATING ★★★☆☆

Type: Normal

Max HP:	Evolution cost:
154	N/A Minccino Candy

Max CP:	Available from Egg:
2242	N/A

Evolves into GOTHORITA 575

574

GOTHITA

BATTLE RATING ★☆☆☆☆

Type: Psychic

Max HP:	Evolution cost:
113	25 Gothita Candy

Max CP:	Available from Egg:
951	N/A

Evolves into GOTHITELLE 576

575

GOTHORITA

BATTLE RATING ★★☆☆☆

Type: Psychic

Max HP:	Evolution cost:
134	100 Gothita Candy
Max CP:	**Available from Egg:**
1604	N/A

576

GOTHITELLE

BATTLE RATING ★★★☆☆

Type: Psychic

Max HP:	Evolution cost:
147	N/A Gothita Candy
Max CP:	**Available from Egg:**
2419	N/A

Evolves into DUOSION 578

577

SOLOSIS

BATTLE RATING ★☆☆☆☆

Type: Psychic

Max HP:	Evolution cost:
113	25 Solosis Candy
Max CP:	**Available from Egg:**
1367	N/A

Evolves into REUNICLUS 579

578

DUOSION

BATTLE RATING ★★★☆☆

Type: Psychic

Max HP:	Evolution cost:
140	100 Solosis Candy
Max CP:	**Available from Egg:**
2018	N/A

579

REUNICLUS

BATTLE RATING ★★★★☆

Type: Psychic

Max HP:	Evolution cost:
203	N/A Solosis Candy
Max CP:	**Available from Egg:**
2927	N/A

Evolves into SWANNA 581

580

DUCKLETT

BATTLE RATING ★☆☆☆☆

Type: Water/Flying

Max HP:	Evolution cost:
136	50 Ducklett Candy
Max CP:	**Available from Egg:**
856	N/A

581

SWANNA

BATTLE RATING ★★☆☆☆

Type: Water/Flying

Max HP:	Evolution cost:
154	N/A Ducklett Candy

Max CP:	Available from Egg:
2088	N/A

Evolves into VANILLISH 583

582

VANILLITE

BATTLE RATING ★☆☆☆☆

Type: Ice

Max HP:	Evolution cost:
101	25 Vanillite Candy

Max CP:	Available from Egg:
1033	N/A

Evolves into VANILLUXE 584

583

VANILLISH

BATTLE RATING ★★☆☆☆

Type: Ice

Max HP:	Evolution cost:
121	100 Vanillite Candy

Max CP:	Available from Egg:
1591	N/A

584

VANILLUXE

BATTLE RATING ★★★★☆

Type: Ice

Max HP:	Evolution cost:
149	N/A Vanillite Candy

Max CP:	Available from Egg:
2822	N/A

Evolves into SAWSBUCK 586

585

DEERLING

BATTLE RATING ★☆☆☆☆

Type: Normal/Grass

Max HP:	Evolution cost:
134	50 Deerling Candy

Max CP:	Available from Egg:
1135	N/A

586

SAWSBUCK

BATTLE RATING ★★★☆☆

Type: Normal/Grass

Max HP:	Evolution cost:
162	N/A Deerling Candy

Max CP:	Available from Egg:
2416	N/A

Deerling and Sawsbuck

There is a Pokémon for each season, but does this change their attacks and abilities?

Deerling is a Normal/Grass Pokémon that comes in four forms; Winter, Spring, Summer and Autumn. Deerling doesn't change type or attacks depending on the season, but during their respective season you can catch a different coloured Deerling, meaning that there are four different types to catch. If you have 50 Deerling Candy then you can evolve your Deerling into a Sawsbuck. There are four types of Sawsbuck depending on the type of Deerling it evolved from. You cannot evolve from one season to another. So, for example, you can't catch a Spring Deerling and have it evolve into a Winter Sawsbuck. If you are looking to complete your Pokedex then you will only need to catch one of each Pokémon as each type does not have their own Pokedex entry.

587

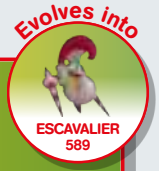
EMOLGA

BATTLE RATING ★★☆☆☆

Type: Electric/Flying

Max HP:	Evolution cost:
127	N/A Emolga Candy
Max CP:	**Available from Egg:**
1633	N/A

Evolves into



ESCAVALIER 589

588

KARRABLAST

BATTLE RATING ★★☆☆☆

Type: Bug

Max HP:	Evolution cost:
120	50 Karrablast Candy
Max CP:	**Available from Egg:**
1182	N/A

589

ESCAVALIER

BATTLE RATING ★★★★☆

Type: Bug/Steel

Max HP:	Evolution cost:
147	N/A Karrablast Candy
Max CP:	**Available from Egg:**
2889	N/A

Evolves into

AMOONGUSS 591

590

FOONGUS

BATTLE RATING ★☆☆☆☆

Type: Grass/Poison

Max HP:	Evolution cost:
146	50 Foongus Candy
Max CP:	**Available from Egg:**
979	N/A

591

AMOONGUSS

BATTLE RATING ★★★☆☆

Type: Grass/Poison

Max HP:	Evolution cost:
208	N/A Foongas Candy
Max CP:	**Available from Egg:**
2140	N/A

Evolves into

JELLICENT 593

592

FRILLISH

BATTLE RATING ★☆☆☆☆

Type: Water/Ghost

Max HP:	Evolution cost:
127	50 Frillish Candy
Max CP:	**Available from Egg:**
1257	N/A

593

JELLICENT

BATTLE RATING ★★★☆☆

Type: Water/Ghost

Max HP:	Evolution cost:
189	N/A Frillish Candy

Max CP:	Available from Egg:
2338	N/A

594

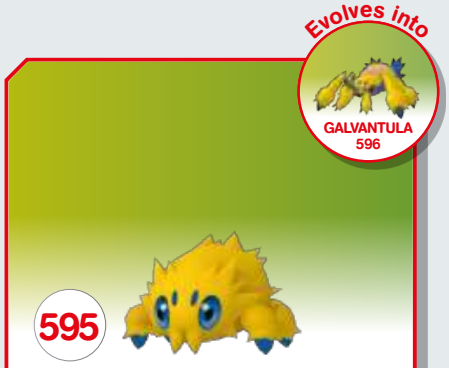
ALOMOMOLA

BATTLE RATING ★★★☆☆

Type: Water

Max HP:	Evolution cost:
278	N/A Alomomola Candy

Max CP:	Available from Egg:
2169	N/A



595

JOLTIK

BATTLE RATING ★☆☆☆☆

Type: Bug/Electric

Max HP:	Evolution cost:
120	50 Joltik Candy

Max CP:	Available from Egg:
1023	N/A

596

GALVANTULA

BATTLE RATING ★★★☆☆

Type: Bug/Electric

Max HP:	Evolution cost:
147	N/A Joltik Candy

Max CP:	Available from Egg:
2206	N/A

597

FERROSEED

BATTLE RATING ★☆☆☆☆

Type: Grass/Steel

Max HP:	Evolution cost:
112	50 Ferroseed Candy

Max CP:	Available from Egg:
941	10K

598

FERROTHORN

BATTLE RATING ★★★☆☆

Type: Grass/Steel

Max HP:	Evolution cost:
153	N/A Ferroseed Candy

Max CP:	Available from Egg:
2321	N/A

Evolves into KLANG 600

599

KLINK

BATTLE RATING ★☆☆☆☆

Type: Steel

Max HP:	Evolution cost:
106	25 Klink Candy

Max CP:	Available from Egg:
956	10K

Evolves into KLINKLANG 601

600

KLANG

BATTLE RATING ★★☆☆☆

Type: Steel

Max HP:	Evolution cost:
134	100 Klink Candy

Max CP:	Available from Egg:
1847	N/A

601

KLINKLANG

BATTLE RATING ★★★☆☆

Type: Steel

Max HP:	Evolution cost:
134	N/A Klink Candy

Max CP:	Available from Egg:
2637	N/A

Evolves into EELEKTRIK 603

602

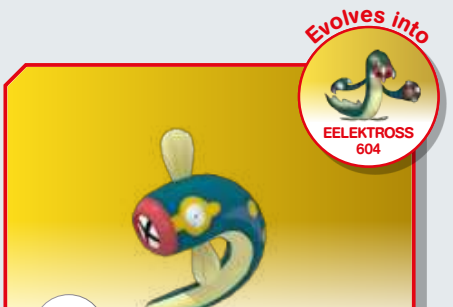
TYNAMO

BATTLE RATING ★☆☆☆☆

Type: Electric

Max HP:	Evolution cost:
99	25 Tynamo Candy

Max CP:	Available from Egg:
811	N/A



Evolves into EELEKTROSS 604

603

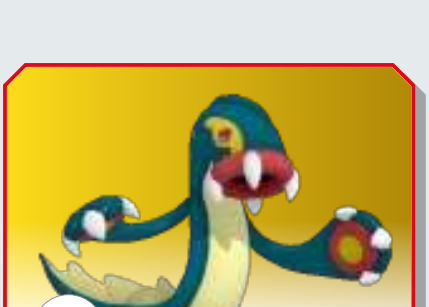
EELEKTRIK

BATTLE RATING ★★☆☆☆

Type: Electric

Max HP:	Evolution cost:
140	100 Tynamo Candy

Max CP:	Available from Egg:
1715	N/A



604

EELEKTROSS

BATTLE RATING ★★★☆☆

Type: Electric

Max HP:	Evolution cost:
168	N/A Tynamo Candy

Max CP:	Available from Egg:
2732	N/A

Evolves into BEHEEYEM 606

605

ELGYEM

BATTLE RATING ★☆☆☆☆

Type: Psychic

Max HP:	Evolution cost:
127	50 Elgyem Candy
Max CP:	**Available from Egg:**
1385	N/A

606

BEHEEYEM

BATTLE RATING ★★★☆☆

Type: Psychic

Max HP:	Evolution cost:
154	N/A Elgyem Candy
Max CP:	**Available from Egg:**
2753	N/A

Evolves into LAMPENT 608

607

LITWICK

BATTLE RATING ★☆☆☆☆

Type: Ghost/Fire

Max HP:	Evolution cost:
120	25 Litwick Candy
Max CP:	**Available from Egg:**
1006	10K

Evolves into CHANDELURE 609

608

LAMPENT

BATTLE RATING ★★☆☆☆

Type: Ghost/Fire

Max HP:	Evolution cost:
134	100 Litwick Candy
Max CP:	**Available from Egg:**
1708	N/A

609

CHANDELURE

BATTLE RATING ★★★★☆

Type: Ghost/Fire

Max HP:	Evolution cost:
134	N/A Litwick Candy
Max CP:	**Available from Egg:**
3268	N/A

Evolves into FRAXURE 611

610

AXEW

BATTLE RATING ★☆☆☆☆

Type: Dragon

Max HP:	Evolution cost:
114	25 Axew Candy
Max CP:	**Available from Egg:**
1368	N/A

Evolves into HAXORUS 612

611

FRAXURE

BATTLE RATING ★★★☆☆

Type: Dragon

Max HP:	Evolution cost:
142	100 Axew Candy

Max CP:	Available from Egg:
2234	N/A

612

HAXORUS

BATTLE RATING ★★★★★

Type: Dragon

Max HP:	Evolution cost:
156	N/A Axew Candy

Max CP:	Available from Egg:
3593	N/A

Evolves into BEARTIC 614

613

CUBCHOO

BATTLE RATING ★☆☆☆☆

Type: Ice

Max HP:	Evolution cost:
127	50 Cubchoo Candy

Max CP:	Available from Egg:
1069	N/A

614

BEARTIC

BATTLE RATING ★★★★☆

Type: Ice

Max HP:	Evolution cost:
182	N/A Cubchoo Candy

Max CP:	Available from Egg:
3042	N/A

615

CRYOGONAL

BATTLE RATING ★★★★☆

Type: Ice

Max HP:	Evolution cost:
162	N/A Cryogonal Candy

Max CP:	Available from Egg:
2798	N/A

Evolves into ACCELGOR 617

616

SHELMET

BATTLE RATING ★☆☆☆☆

Type: Bug

Max HP:	Evolution cost:
120	50 Shelmet Candy

Max CP:	Available from Egg:
834	N/A

617

ACCELGOR

BATTLE RATING ★★★☆☆

Type: Bug

Max HP:	Evolution cost:
162	N/A Shelmet Candy
Max CP:	**Available from Egg:**
2441	N/A

618

STUNFISK

BATTLE RATING ★★★☆☆

Type: Ground/Electric

Max HP:	Evolution cost:
201	N/A Stunfisk Candy
Max CP:	**Available from Egg:**
2162	N/A

Evolves into MIENSHAO 620

619

MIENFOO

BATTLE RATING ★★☆☆☆

Type: Fighting

Max HP:	Evolution cost:
113	50 Mienfoo Candy
Max CP:	**Available from Egg:**
1389	N/A

620

MIENSHAO

BATTLE RATING ★★★☆☆

Type: Fighting

Max HP:	Evolution cost:
140	N/A Mienfoo Candy
Max CP:	**Available from Egg:**
2517	N/A

621

DRUDDIGON

BATTLE RATING ★★★☆☆

Type: Dragon

Max HP:	Evolution cost:
157	N/A Druddigon Candy
Max CP:	**Available from Egg:**
2537	N/A

Evolves into GOLURK 623

622

GOLETT

BATTLE RATING ★☆☆☆☆

Type: Ground/Ghost

Max HP:	Evolution cost:
132	50 Golett Candy
Max CP:	**Available from Egg:**
1189	10K

623

GOLURK

BATTLE RATING ★★★★☆

Type: Ground/Ghost

Max HP:	Evolution cost:
173	N/A Golett Candy
Max CP:	**Available from Egg:**
2854	N/A

Evolves into

BISHARP 625

624

PAWNIARD

BATTLE RATING ★★☆☆☆

Type: Dark/Steel

Max HP:	Evolution cost:
113	50 Pawniard Candy
Max CP:	**Available from Egg:**
1433	N/A

625

BISHARP

BATTLE RATING ★★★★☆

Type: Dark/Steel

Max HP:	Evolution cost:
140	N/A Pawniard Candy
Max CP:	**Available from Egg:**
2844	N/A

626

BOUFFALANT

BATTLE RATING ★★★★☆

Type: Normal

Max HP:	Evolution cost:
182	N/A Bouffalant Candy
Max CP:	**Available from Egg:**
2797	N/A

Evolves into

BRAVIARY 628

627

RUFFLET

BATTLE RATING ★★☆☆☆

Type: Normal/Flying

Max HP:	Evolution cost:
147	50 Rufflet Candy
Max CP:	**Available from Egg:**
1491	N/A

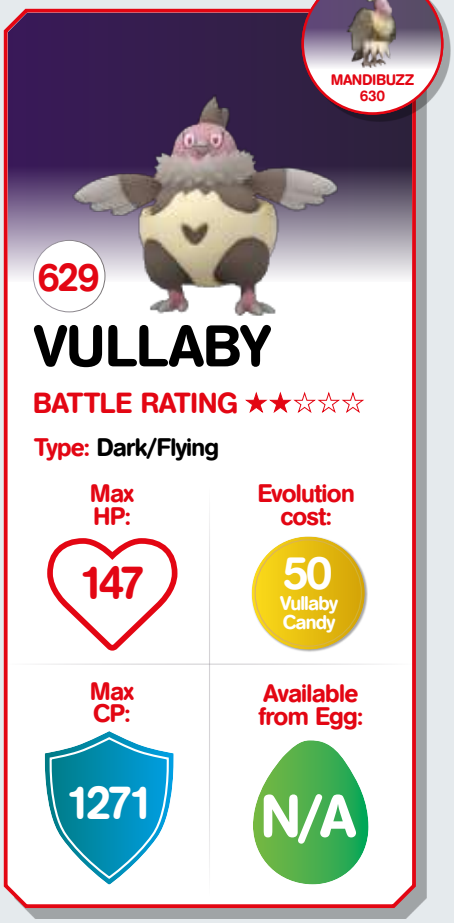
628

BRAVIARY

BATTLE RATING ★★★★☆

Type: Normal/Flying

Max HP:	Evolution cost:
189	N/A Rufflet Candy
Max CP:	**Available from Egg:**
3088	N/A

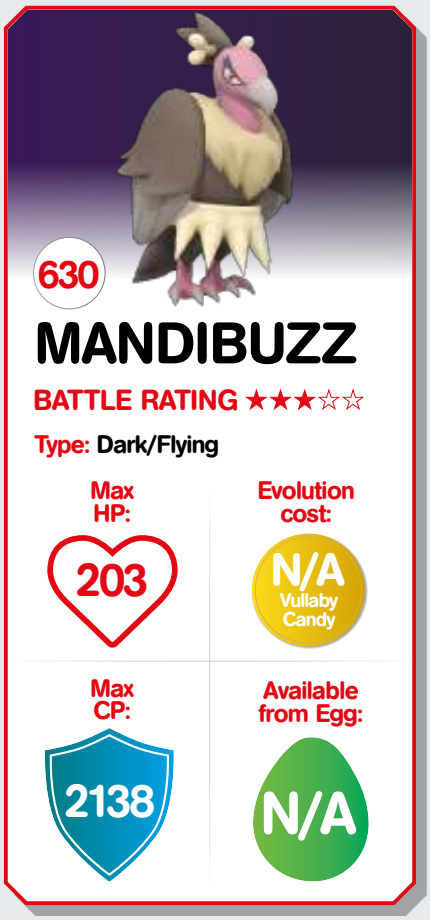


VULLABY

BATTLE RATING ★★☆☆☆

Type: Dark/Flying

Max HP:	Evolution cost:
147	50 Vullaby Candy
Max CP:	**Available from Egg:**
1271	N/A

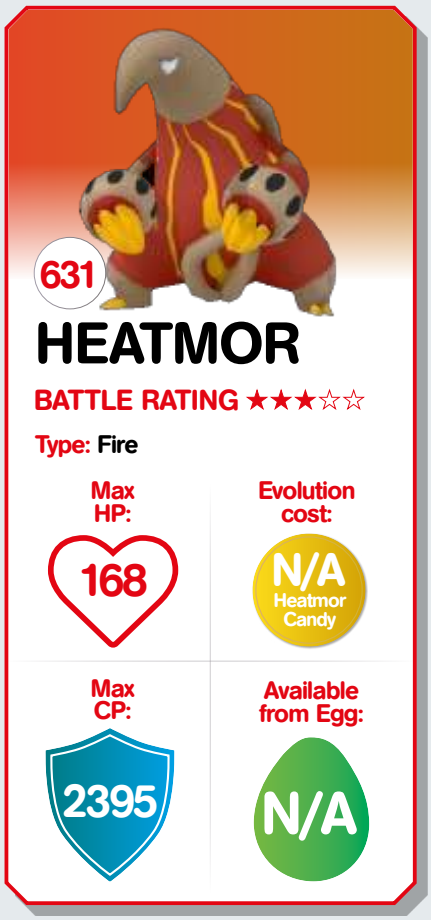


MANDIBUZZ

BATTLE RATING ★★★☆☆

Type: Dark/Flying

Max HP:	Evolution cost:
203	N/A Vullaby Candy
Max CP:	**Available from Egg:**
2138	N/A

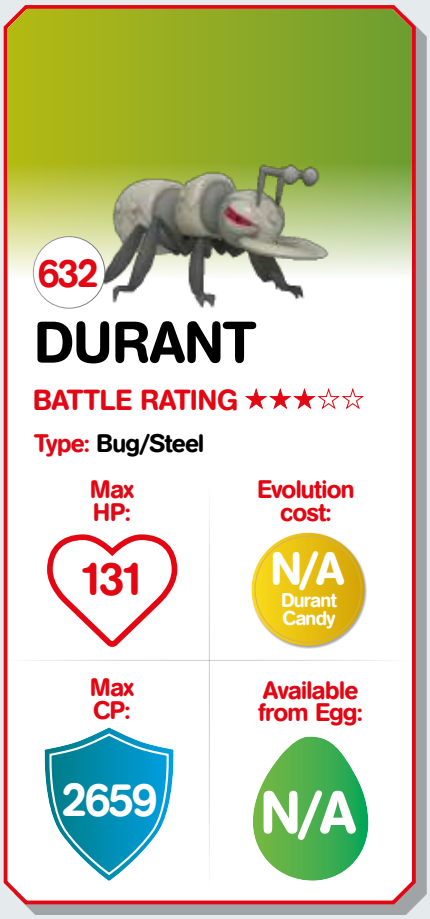


HEATMOR

BATTLE RATING ★★★☆☆

Type: Fire

Max HP:	Evolution cost:
168	N/A Heatmor Candy
Max CP:	**Available from Egg:**
2395	N/A

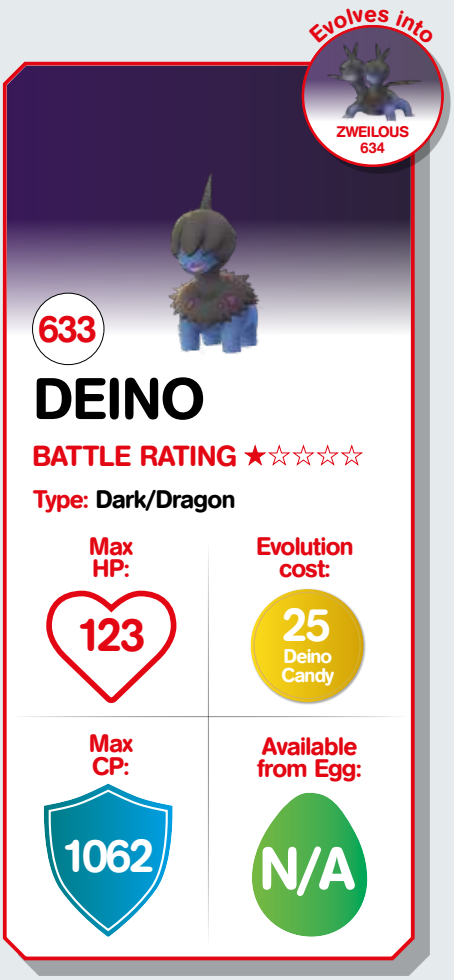


DURANT

BATTLE RATING ★★★☆☆

Type: Bug/Steel

Max HP:	Evolution cost:
131	N/A Durant Candy
Max CP:	**Available from Egg:**
2659	N/A

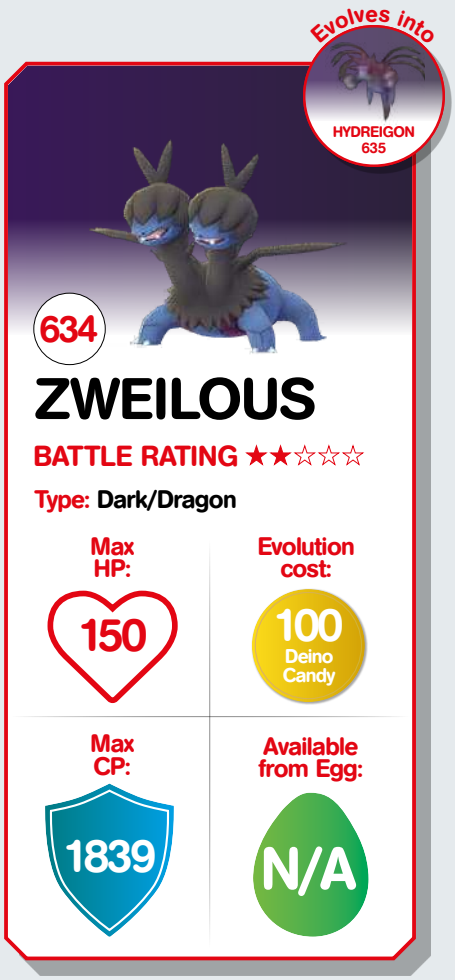


DEINO

BATTLE RATING ★☆☆☆☆

Type: Dark/Dragon

Max HP:	Evolution cost:
123	25 Deino Candy
Max CP:	**Available from Egg:**
1062	N/A



ZWEILOUS

BATTLE RATING ★★☆☆☆

Type: Dark/Dragon

Max HP:	Evolution cost:
150	100 Deino Candy
Max CP:	**Available from Egg:**
1839	N/A

635

HYDREIGON

BATTLE RATING ★★★★★

Type: Dark/Dragon

Max HP:	Evolution cost:
178	N/A Deino Candy
Max CP:	**Available from Egg:**
3625	N/A

Evolves into VOLCARONA 637

636

LARVESTA

COMING SOON

BATTLE RATING ☆☆☆☆☆

Type: Bug/Fire

Max HP:	Evolution cost:
--	-- Larvesta Candy
Max CP:	**Available from Egg:**
--	--

637

VOLCARONA

COMING SOON

BATTLE RATING ☆☆☆☆☆

Type: Bug/Fire

Max HP:	Evolution cost:
--	-- Larvesta Candy
Max CP:	**Available from Egg:**
--	--

638

COBALION

BATTLE RATING ★★★★☆

Type: Steel/Fighting

Max HP:	Evolution cost:
177	N/A Cobalion Candy
Max CP:	**Available from Egg:**
3022	N/A

639

TERRAKION

BATTLE RATING ★★★★★

Type: Rock/Fighting

Max HP:	Evolution cost:
177	N/A Terrakion Candy
Max CP:	**Available from Egg:**
3698	N/A

640

VIRIZION

BATTLE RATING ★★★★☆

Type: Grass/Fighting

Max HP:	Evolution cost:
177	N/A Virizion Candy
Max CP:	**Available from Egg:**
3022	N/A

641

TORNADUS

BATTLE RATING ★★★★☆

Type: Flying

Max HP:	Evolution cost:
160	N/A Tornadus Candy
Max CP:	**Available from Egg:**
3343	N/A

642

THUNDURUS

BATTLE RATING ★★★★☆

Type: Electric/Flying

Max HP:	Evolution cost:
160	N/A Thundurus Candy
Max CP:	**Available from Egg:**
3345	N/A

643

RESHIRAM

BATTLE RATING ★★★★★

Type: Dragon/ Fire

Max HP:	Evolution cost:
173	N/A Reshiram Candy
Max CP:	**Available from Egg:**
4038	N/A

644

ZEKROM

BATTLE RATING ★★★★★

Type: Dragon/ Electric

Max HP:	Evolution cost:
173	N/A Zekrom Candy
Max CP:	**Available from Egg:**
4038	N/A

645

LANDORUS

BATTLE RATING ★★★★☆

Type: Ground/Flying

Max HP:	Evolution cost:
173	N/A Landorus Candy
Max CP:	**Available from Egg:**
3588	N/A

646

KYUREM

BATTLE RATING ★★★★☆

Type: Dragon/ Ice

Max HP:	Evolution cost:
205	N/A Kyurem Candy
Max CP:	**Available from Egg:**
3575	N/A

647

KELDEO

BATTLE RATING ★★★★☆

Type: Water/Fighting

Max HP:	Evolution cost:
209	N/A Keldeo Candy
Max CP:	**Available from Egg:**
4181	N/A

648

MELOETTA

BATTLE RATING ★★★★★

Type: Normal/Psychic

Max HP:	Evolution cost:
225	N/A Meloetta Candy
Max CP:	**Available from Egg:**
4491	N/A

649

GENESECT

BATTLE RATING ★★★★☆

Type: Bug/ Steel

Max HP:	Evolution cost:
149	N/A Genesect Candy
Max CP:	**Available from Egg:**
3353	N/A

Evolves into

QUILLADIN 651

650

CHESPIN

BATTLE RATING ★☆☆☆☆

Type: Grass

Max HP:	Evolution cost:
128	25 Chespin Candy
Max CP:	**Available from Egg:**
1096	5K

Evolves into

CHESNAUGHT 652

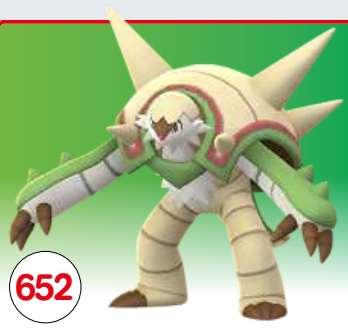
651

QUILLADIN

BATTLE RATING ★★☆☆☆

Type: Grass

Max HP:	Evolution cost:
135	100 Chespin Candy
Max CP:	**Available from Egg:**
1719	N/A



652

CHESNAUGHT

BATTLE RATING ★★★☆☆

Type: Grass/ Fighting

Max HP:	Evolution cost:
173	N/A Chespin Candy
Max CP:	**Available from Egg:**
2954	N/A

Evolves into BRAIXEN 654

653

FENNEKIN

BATTLE RATING ★☆☆☆☆

Type: Fire

Max HP:	Evolution cost:
106	25 Fennekin Candy
Max CP:	**Available from Egg:**
1028	5K

Evolves into DELPHOX 655

654

BRAIXEN

BATTLE RATING ★★☆☆☆

Type: Fire

Max HP:	Evolution cost:
132	100 Fennekin Candy
Max CP:	**Available from Egg:**
1813	N/A

655

DELPHOX

BATTLE RATING ★★★★☆

Type: Fire/ Psychic

Max HP:	Evolution cost:
154	N/A Fennekin Candy
Max CP:	**Available from Egg:**
3059	N/A

Evolves into FROGADIER 657

656

FROAKIE

BATTLE RATING ★☆☆☆☆

Type: Water

Max HP:	Evolution cost:
107	25 Froakie Candy
Max CP:	**Available from Egg:**
992	5K

Evolves into GRENINJA 658

657

FROGADIER

BATTLE RATING ★★☆☆☆

Type: Water

Max HP:	Evolution cost:
125	100 Froakie Candy
Max CP:	**Available from Egg:**
1636	N/A

658

GRENINJA

BATTLE RATING ★★★☆☆

Type: Water/ Dark

Max HP:	Evolution cost:
150	N/A Froakie Candy
Max CP:	**Available from Egg:**
2654	N/A

Evolves into DIGGERSBY 660

659

BUNNELBY

BATTLE RATING ★☆☆☆☆

Type: Normal

Max HP:	Evolution cost:
103	50 Bunnelby Candy

Max CP:	Available from Egg:
553	2K

660

DIGGERSBY

BATTLE RATING ★★☆☆☆

Type: Normal/ Ground

Max HP:	Evolution cost:
168	N/A Bunnelby Candy

Max CP:	Available from Egg:
1509	N/A

Evolves into FLETCHINDER 662

661

FLETCHLING

BATTLE RATING ★☆☆☆☆

Type: Normal/ Flying

Max HP:	Evolution cost:
113	25 Fletchling Candy

Max CP:	Available from Egg:
800	2K

Evolves into TALONFLAME 663

662

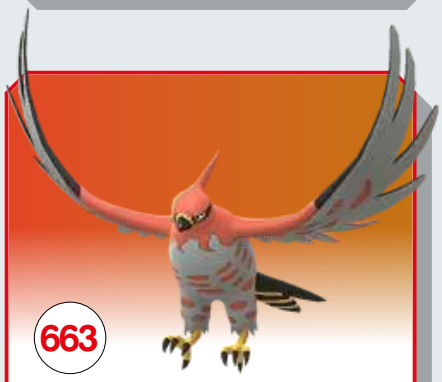
FLETCHINDER

BATTLE RATING ★★☆☆☆

Type: Fire/ Flying

Max HP:	Evolution cost:
136	100 Fletchling Candy

Max CP:	Available from Egg:
1469	N/A



663

TALONFLAME

BATTLE RATING ★★★☆☆

Type: Fire/ Flying

Max HP:	Evolution cost:
158	N/A Fletchling Candy

Max CP:	Available from Egg:
2205	N/A

Evolves into SPEWPA 665

664

SCATTERBUG

BATTLE RATING ★☆☆☆☆

Type: Bug

Max HP:	Evolution cost:
103	12 Scatterbug Candy

Max CP:	Available from Egg:
492	N/A

Evolves into VIVILLON 666

665

SPEWPA

BATTLE RATING ★☆☆☆☆

Type: Bug

Max HP:	Evolution cost:
128	50 Scatterbug Candy
Max CP:	**Available from Egg:**
542	N/A

666

VIVILLON

BATTLE RATING ★★☆☆☆

Type: Bug/ Flying

Max HP:	Evolution cost:
190	N/A Scatterbug Candy
Max CP:	**Available from Egg:**
2097	N/A

Evolves into WARTORTLE 008

667

LITLEO

BATTLE RATING ★★☆☆☆

Type: Fire/ Normal

Max HP:	Evolution cost:
136	50 Litleo Candy
Max CP:	**Available from Egg:**
1425	2K

668

PYROAR

BATTLE RATING ★★★☆☆

Type: Fire/ Normal

Max HP:	Evolution cost:
169	N/A Litleo Candy
Max CP:	**Available from Egg:**
2767	N/A

Evolves into FLOETTE 670

669

FLABÉBÉ

BATTLE RATING ★☆☆☆☆

Type: Fairy

Max HP:	Evolution cost:
112	25 Flabébé Candy
Max CP:	**Available from Egg:**
1063	N/A

Evolves into FLORGES 671

670

FLOETTE

BATTLE RATING ★★☆☆☆

Type: Fairy

Max HP:	Evolution cost:
125	100 Flabébé Candy
Max CP:	**Available from Egg:**
1,532	N/A

671

FLORGES

BATTLE RATING ★★★☆☆

Type: Fairy

Max HP:	Evolution cost:
158	N/A Flabébé Candy

Max CP:	Available from Egg:
3,234	N/A

Evolves into

GOGOAT 673

672

COMING SOON

SKIDDO

BATTLE RATING ☆☆☆☆☆

Type: Grass

Max HP:	Evolution cost:
--	-- Skiddo Candy

Max CP:	Available from Egg:
--	--

673

COMING SOON

GOGOAT

BATTLE RATING ☆☆☆☆☆

Type: Grass

Max HP:	Evolution cost:
--	-- Skiddo Candy

Max CP:	Available from Egg:
--	--

Evolves into

PANGORO 675

674

PANCHAM

BATTLE RATING ★★☆☆☆

Type: Fighting

Max HP:	Evolution cost:
167	50 Pancham Candy

Max CP:	Available from Egg:
1683	12k

675

PANGORO

BATTLE RATING ★★★★☆

Type: Fighting/ Dark

Max HP:	Evolution cost:
216	N/A Pancham Candy

Max CP:	Available from Egg:
3281	N/A

676

FURFROU

BATTLE RATING ★★★☆☆

Type: Normal

Max HP:	Evolution cost:
181	N/A Furfrou Candy

Max CP:	Available from Egg:
2387	N/A

Evolves into MEOWSTIC 678

677

ESPURR

BATTLE RATING ★★☆☆☆

Type: Psychic

Max HP:	Evolution cost:
136	50 Espurr Candy
Max CP:	**Available from Egg:**
1259	N/A

678

MEOWSTIC

BATTLE RATING ★★★☆☆

Type: Psychic

Max HP:	Evolution cost:
153	N/A Espurr Candy
Max CP:	**Available from Egg:**
2124	N/A

Evolves into DOUBLADE 680

679

COMING SOON

HONEDGE

BATTLE RATING ☆☆☆☆☆

Type: Steel/ Ghost

Max HP:	Evolution cost:
--	-- Honedge Candy
Max CP:	**Available from Egg:**
--	--

Evolves into AEGISLASH 681

680

COMING SOON

DOUBLADE

BATTLE RATING ☆☆☆☆☆

Type: Steel/ Ghost

Max HP:	Evolution cost:
--	-- Honedge Candy
Max CP:	**Available from Egg:**
--	--

681

COMING SOON

AEGISLASH

BATTLE RATING ☆☆☆☆☆

Type: Steel/ Ghost

Max HP:	Evolution cost:
--	-- Honedge Candy
Max CP:	**Available from Egg:**
--	--

Evolves into AROMATISSE 683

682

SPRITZEE

BATTLE RATING ★★☆☆☆

Type: Fairy

Max HP:	Evolution cost:
186	50 Spritzee Candy
Max CP:	**Available from Egg:**
1415	7k

683

AROMATISSE

BATTLE RATING ★★★☆☆

Type: Fairy

Max HP:	Evolution cost:
226	N/A Spritzee Candy
Max CP:	**Available from Egg:**
2647	N/A

Evolves into SLURPUFF 685

684

SWIRLIX

BATTLE RATING ★★☆☆☆

Type: Fairy

Max HP:	Evolution cost:
158	50 Swirlix Candy
Max CP:	**Available from Egg:**
1333	7K

685

SLURPUFF

BATTLE RATING ★★★☆☆

Type: Fairy

Max HP:	Evolution cost:
193	N/A Swirlix Candy
Max CP:	**Available from Egg:**
2486	N/A

Evolves into MALAMAR 687

686

INKAY

BATTLE RATING ☆☆☆☆☆

Type: Dark/ Psychic

Max HP:	Evolution cost:
142	50 Inkay Candy
Max CP:	**Available from Egg:**
1048	N/A

687

MALAMAR

BATTLE RATING ★★★☆☆

Type: Dark/ Psychic

Max HP:	Evolution cost:
200	N/A Inkay Candy
Max CP:	**Available from Egg:**
2667	N/A

Evolves into BARBARACLE 689

688

BINACLE

BATTLE RATING ★★☆☆☆

Type: Rock/ Water

Max HP:	Evolution cost:
123	50 Binacle Candy
Max CP:	**Available from Egg:**
1069	N/A

689

BARBARACLE

BATTLE RATING ★★★★☆

Type: Rock/ Water

Max HP:	Evolution cost:
176	N/A Binacle Candy
Max CP:	**Available from Egg:**
3025	N/A

Evolves into DRAGALGE 691

690

SKRELP

BATTLE RATING ★★☆☆☆

Type: Poison/ Water

Max HP:	Evolution cost:
137	50 Skrelp Candy
Max CP:	**Available from Egg:**
1202	5K

691

DRAGALGE

BATTLE RATING ★★★☆☆

Type: Poison/ Dragon

Max HP:	Evolution cost:
163	N/A Skrelp Candy
Max CP:	**Available from Egg:**
2694	N/A

Evolves into CLAWITZER 693

692

CLAUNCHER

BATTLE RATING ★★☆☆☆

Type: Water

Max HP:	Evolution cost:
137	50 Clauncher Candy
Max CP:	**Available from Egg:**
1230	5K

693

CLAWITZER

BATTLE RATING ★★★★☆

Type: Water

Max HP:	Evolution cost:
174	N/A Clauncher Candy
Max CP:	**Available from Egg:**
3124	N/A

Evolves into HELIOLISK 695

694

HELIOPTILE

BATTLE RATING ★★☆☆☆

Type: Electric/ Normal

Max HP:	Evolution cost:
127	50 Helioptile Candy
Max CP:	**Available from Egg:**
1054	N/A

695

HELIOLISK

BATTLE RATING ★★★★☆

Type: Electric/ Normal

Max HP:	Evolution cost:
158	N/A Helioptile Candy

Max CP:	Available from Egg:
2939	N/A

Evolves into TYANTRUM 697

696

COMING SOON

TYRUNT

BATTLE RATING ☆☆☆☆☆

Type: Rock/ Dragon

Max HP:	Evolution cost:
--	-- Tyrunt Candy

Max CP:	Available from Egg:
--	--

697

COMING SOON

TYRANTRUM

BATTLE RATING ☆☆☆☆☆

Type: Rock/ Dragon

Max HP:	Evolution cost:
--	-- Tyrunt Candy

Max CP:	Available from Egg:
--	--

Evolves into AURORUS 699

698

COMING SOON

AMAURA

BATTLE RATING ☆☆☆☆☆

Type: Rock/ Ice

Max HP:	Evolution cost:
--	-- Amaura Candy

Max CP:	Available from Egg:
--	--

699

COMING SOON

AURORUS

BATTLE RATING ☆☆☆☆☆

Type: Rock/ Ice

Max HP:	Evolution cost:
--	-- Amaura Candy

Max CP:	Available from Egg:
--	--

Evolves from EEVEE 133

700

SYLVEON

BATTLE RATING ★★★★☆

Type: Fairy

Max HP:	Evolution cost:
216	N/A Eevee Candy

Max CP:	Available from Egg:
3470	N/A

701

COMING SOON

HAWLUCHA

BATTLE RATING ☆☆☆☆☆

Type: Fighting/ Flying

Max HP:	Evolution cost:
--	-- Hawlucha Candy
Max CP:	**Available from Egg:**
--	--

702

DEDENNE

BATTLE RATING ★★★☆☆

Type: Electric/ Fairy

Max HP:	Evolution cost:
167	N/A Dedenne Candy
Max CP:	**Available from Egg:**
2081	5K

703

COMING SOON

CARBINK

BATTLE RATING ☆☆☆☆☆

Type: Rock/ Fairy

Max HP:	Evolution cost:
--	-- Carbink Candy
Max CP:	**Available from Egg:**
--	--

Evolves into SLIGGOO 705

704

GOOMY

BATTLE RATING ★★☆☆☆

Type: Dragon

Max HP:	Evolution cost:
128	25 Goomy Candy
Max CP:	**Available from Egg:**
1103	10K

Evolves into GOODRA 706

705

SLIGGOO

BATTLE RATING ★★★☆☆

Type: Dragon

Max HP:	Evolution cost:
169	100 Goomy Candy
Max CP:	**Available from Egg:**
2303	N/A

706

GOODRA

BATTLE RATING ★★★★☆

Type: Dragon

Max HP:	Evolution cost:
207	N/A Goomy Candy
Max CP:	**Available from Egg:**
3964	N/A

707

KLEFKI

BATTLE RATING ★★★☆☆

Type: Steel/ Fairy

Max HP:	Evolution cost:
149	N/A Klefki Candy
Max CP:	**Available from Egg:**
2204	N/A

Evolves into TREVENANT 709

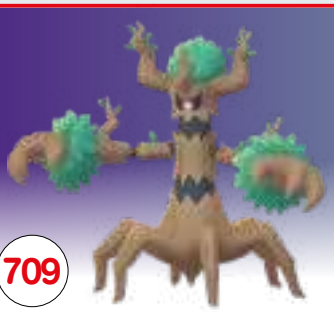
708

PHANTUMP

BATTLE RATING ★★☆☆☆

Type: Ghost/ Grass

Max HP:	Evolution cost:
125	200 Phantump Candy
Max CP:	**Available from Egg:**
1270	N/A



709

TREVENANT

BATTLE RATING ★★★☆☆

Type: Ghost/ Grass

Max HP:	Evolution cost:
198	N/A Phantump Candy
Max CP:	**Available from Egg:**
2893	N/A

Evolves into GOURGEIST 711

710

PUMPKABOO

BATTLE RATING ★★☆☆☆

Type: Ghost/ Grass

Max HP:	Evolution cost:
127	200 Pumpkaboo Candy
Max CP:	**Available from Egg:**
1382	N/A

711

GOURGEIST

BATTLE RATING ★★★☆☆

Type: Ghost/ Grass

Max HP:	Evolution cost:
146	N/A Pumpkaboo Candy
Max CP:	**Available from Egg:**
2703	N/A

Evolves into AVALUGG 719

712

BERGMITE

BATTLE RATING ★★☆☆☆

Type: Ice

Max HP:	Evolution cost:
146	50 Bergmite Candy
Max CP:	**Available from Egg:**
1374	N/A

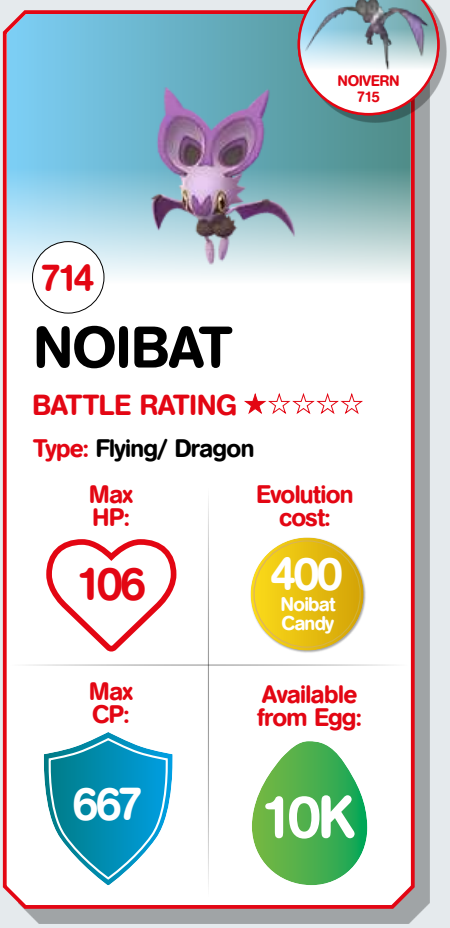
713

AVALUGG

BATTLE RATING ★★★★☆

Type: Ice

Max HP:	Evolution cost:
216	N/A Bergmite Candy
Max CP:	**Available from Egg:**
3616	N/A



714

NOIBAT

BATTLE RATING ★☆☆☆☆

Type: Flying/ Dragon

Max HP:	Evolution cost:
106	400 Noibat Candy
Max CP:	**Available from Egg:**
667	10K

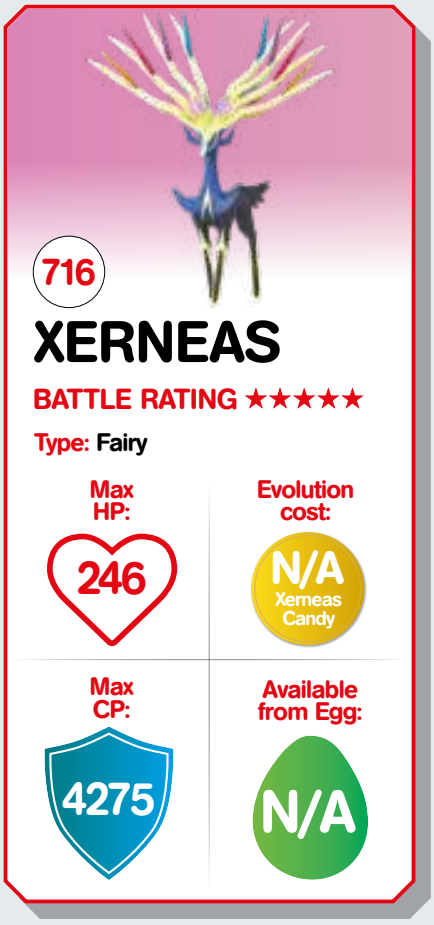
715

NOIVERN

BATTLE RATING ★★★★☆

Type: Flying/ Dragon

Max HP:	Evolution cost:
198	N/A Noibat Candy
Max CP:	**Available from Egg:**
3125	N/A



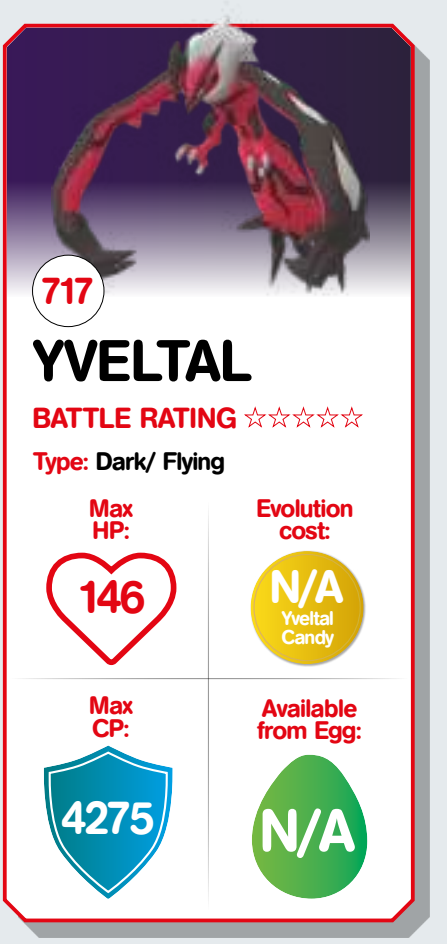
716

XERNEAS

BATTLE RATING ★★★★★

Type: Fairy

Max HP:	Evolution cost:
246	N/A Xerneas Candy
Max CP:	**Available from Egg:**
4275	N/A



717

YVELTAL

BATTLE RATING ☆☆☆☆☆

Type: Dark/ Flying

Max HP:	Evolution cost:
146	N/A Yveltal Candy
Max CP:	**Available from Egg:**
4275	N/A

718

ZYGARDE

BATTLE RATING ☆☆☆☆☆

Type: Dragon/ Ground

Max HP:	Evolution cost:
--	-- Zygarde Candy
Max CP:	**Available from Egg:**
--	--

808

MELTAN

BATTLE RATING ★☆☆☆☆

Type: Steel

Max HP:	Evolution cost:
114	400 Deino Candy
Max CP:	**Available from Egg:**
1068	10K

809

MELMETAL

BATTLE RATING ★★★★☆

Type: Steel

Max HP:	Evolution cost:
220	N/A Meltan Candy
Max CP:	**Available from Egg:**
3599	N/A

862

OBSTAGOON

BATTLE RATING ★★★☆☆

Type: Dark/ Normal

Max HP:	Evolution cost:
179	N/A Zigzagoon Candy
Max CP:	**Available from Egg:**
2652	N/A

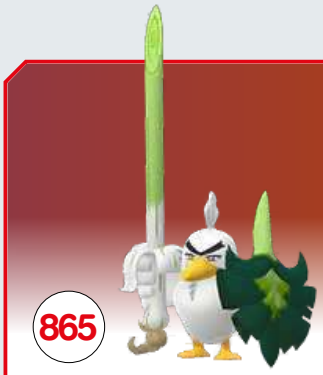
863

PERRSERKER

BATTLE RATING ★★★☆☆

Type: Steel

Max HP:	Evolution cost:
147	N/A Meoth Candy
Max CP:	**Available from Egg:**
2386	N/A



865

SIRFETCH'D

BATTLE RATING ★★★☆☆

Type: Fighting

Max HP:	Evolution cost:
136	N/A Farfetch'd Candy
Max CP:	**Available from Egg:**
2985	N/A

866

MR. RIME

BATTLE RATING ★★★☆☆

Type: Ice/ Psychic

Max HP:	Evolution cost:
162	N/A Mr. Mime Candy
Max CP:	**Available from Egg:**
2827	N/A

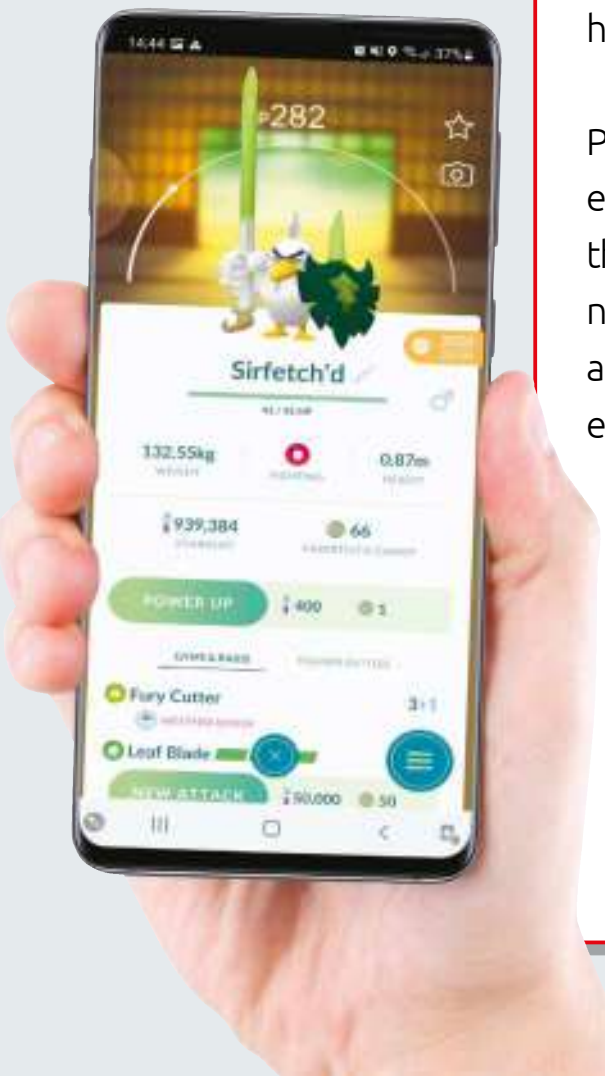
867

RUNERIGUS

BATTLE RATING ★★★☆☆

Type: Ground/ Ghost

Max HP:	Evolution cost:
131	N/A Yamask Candy
Max CP:	**Available from Egg:**
2273	N/A



Galarian Evolutions

These Pokémon may look familiar but they can evolve into new species

Galarian forms of Pokémon, like Alolan Pokémon, differ in their appearance and types compared to their original form. You can collect these Pokémon by either finding them in the world or by hatching 7km eggs.

Some Galarian forms of Pokémon can evolve into entirely new Pokémon than if they were their normal form. For example, a Galarian Meowth doesn't evolve into a Galarian Persian, but instead into an entirely new species - Perrserker.

You won't need to worry about collecting an entire new set of candy as regular and Galarian forms share candy and the process of evolving them is the same. So far there are three Pokémon with Galarian forms that evolve into different Pokémon - Meowth, Farfetch'd and Mr. Mime.

100% Unofficial

INSIDE: OVER 1,000 STATS!

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